THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

SEGA
No.1 FOR SATURN

ISSUE 24 £2.75
OCTOBER 1997



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EXCLUSIVE!

PANZER DRAGOON SAGA

AN EPIC ADVENTURE OF MYTH AND LEGEND!

DUKE NUKEM 3D

THE WORLD'S FIRST REVIEW!

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BURNING RANGER: FIRST SHOTS OF SONIC TEAM'S LATEST!


SATURDAY MORNING
SPOTS? TRY THIS. IT'S NEW CLEARASIL COMPLETE. IT'S FIVE TIMES BETTER THAN SOAP AND IT'S DEAD SIMPLE!
SOUNDS A BIT LIKE YOU!
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* CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

TWIX® JUNIOR GAMESPLAYER OF THE YEAR

HIT THE BRAKES AND POWER-UP WITH TWIX®

After the phenomenal success of last year's event, SEGA SATURN MAGAZINE has once again teamed up with the confectionery masters at TWIX® to bring you the ultimate gaming challenge in the known cosmos! Yes, once again we are on a quest to discover the TWIX® Junior Gamesplayer of the Year!

WIN £1000 WORTH OF SEGA GOODIES!
WIN A YEARS SUPPLY OF TWIX®
WIN £100 OF VIRGIN VOUCHERS!







THE EVENT: THE 1997 TWIX® JUNIOR GAMESPLAYER OF THE YEAR CHALLENGE!
THE DATE: OCTOBER 25, 1997
THE PLACE: VIRGIN MEGASTORE, OXFORD STREET, LONDON

WHAT'S THE DEAL?

It's fairly straightforward really. SEGA SATURN MAGAZINE wants to hear from the very best Manx TT SuperBike players in the country! Fill in the form below and crow of your gargantuan achievements on this ace riding sim. We'll be choosing the seven best entries and whisking the lucky participants to London to take part in the final challenge - a head-to-head gladiatorial battle to the finish. In addition to those seven, last year's winner, one Robert Doubtfire of Kent, will be invited back to defend his title! Eight players enter but only one can be the winner!

B... B... BUT HOW?



When it comes to this challenge, we're only after the BEST! We want you to sit down with Manx TT right now and play like you've never played before! We want your best time on the reverse mirror version of the main TT course, as played in Time Attack mode. We think you'll agree that when it comes down to speed and technique, there's no better test on this ace biking game. All bikes in the game may be used for this challenge (bar the secret hidden sheep), so regular SATURN MAGAZINE readers will know how to access the hidden SuperBikes for even better times!

TWIX® JUNIOR GAMESPLAYER OF THE YEAR ENTRY FORM

MY BEST TIME ON THE REVERSE MIRROR TT TRACK IN MANX TT IS..

My name is..
My age is..
My address is..
My home telephone number is..

If aged under 16 please ask a parent or guardian to read and then sign the following: I verify that the above details are correct and hereby give my permission for the above named person to take part in the TWIX® Junior Gamesplayer of the Year challenge, should they be selected.

Signed..
Date..

WHAT'S IN IT FOR ME?

A veritable avalanche of gaming goodies will descend mightily upon the winner of this finest of challenges! When it comes to the TWIX® Junior Gamesplayer of the Year, the stakes are high, but the rewards are spectacular!

THE GRAND PRIZE

The overall winner of the TWIX® Junior Gamesplayer of the Year walks away with their choice of £1000 worth of Sega gear, plus £100 of Virgin Megastore vouchers, which the winner can spend on absolutely anything in ANY Virgin Megastore and being a TWIX® challenge, the victorious player can also expect to be showered with TWIX® style confectionery!

ALL PARTICIPANTS

The final eight challengers will ALL receive boxes and boxes of TWIX® bars plus exclusive Mechwarrior 2 jackets, as donated by the Virgin Megastore and a special medal!

I KNOW THE SCORE... WHAT NOW?

You've spent days and days honing your Manx TT skills, taking your steel steed to the max, but still you don't think you're good enough. Why not hit the brakes and power-up with a TWIX®? Think about strategy and technique as you break for the unique chocolate/caramel/biscuit experience that you can only get with TWIX®. Then back to the Saturn for more hardcore games playing!

Once you're happy with your score, note it down on the coupon supplied and send in your entry with five empty TWIX® wrappers (any TWIX® wrapper accepted) to TWIX® JUNIOR GAMESPLAYER OF THE YEAR 1997, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London E14 9TZ. The competition is only open to gamers under 18 years of age but you can enter as many times as you want. Entrants under 16 must be accompanied to the final by an adult. Sorry to you old codgers not eligible to enter, but them's the breaks...

IMPORTANT!

You must enclose five empty TWIX® wrappers with each entry form.
No purchase necessary. All entry forms must reach us by 10 TH October 1997.
You must be under 18 to enter. If you are under 16 an adult must be able to accompany you to the challenge.
All entries will be CAREFULLY VETTED so no cheating!
Please note that EMAP Images cannot be held responsible for any entries lost or damaged in the post.
Normal competition rules apply. Prize includes standard fare return rail fare to London.

Virgin MEGASTORE

TWIX® A BREAK FROM THE NORM

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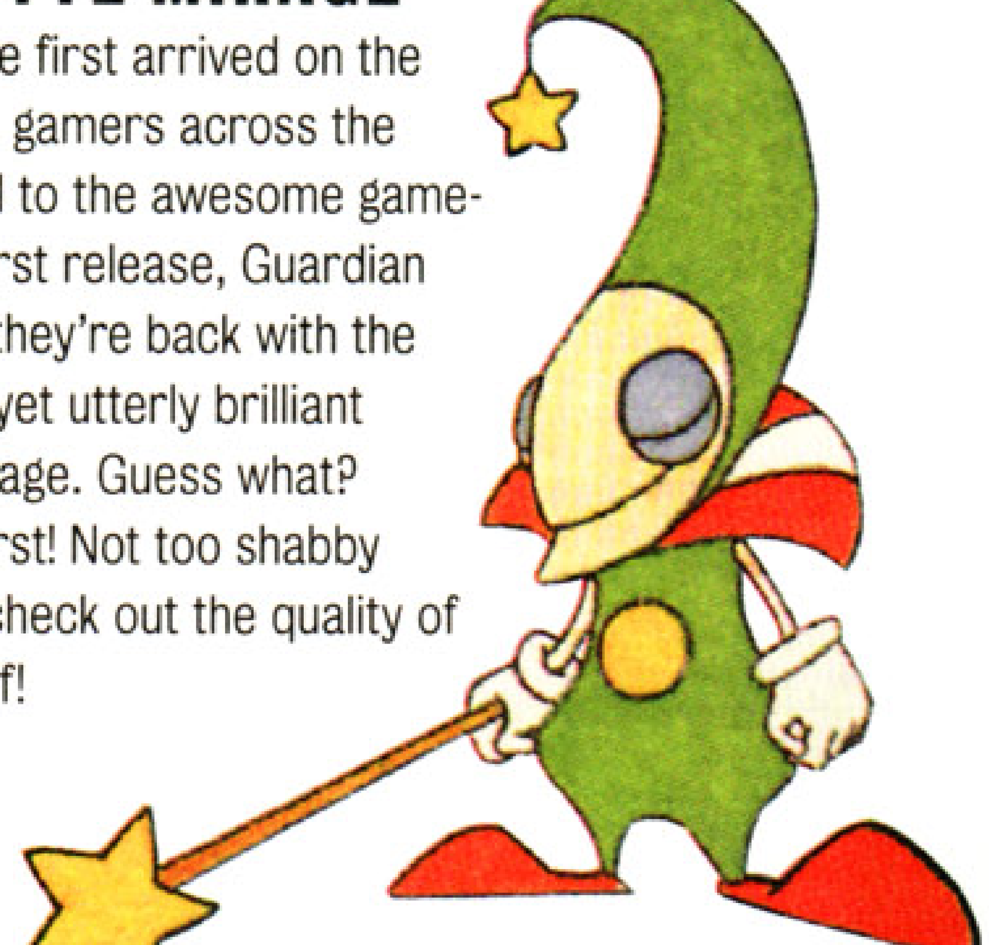
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COVER STORY



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SHOWCASES

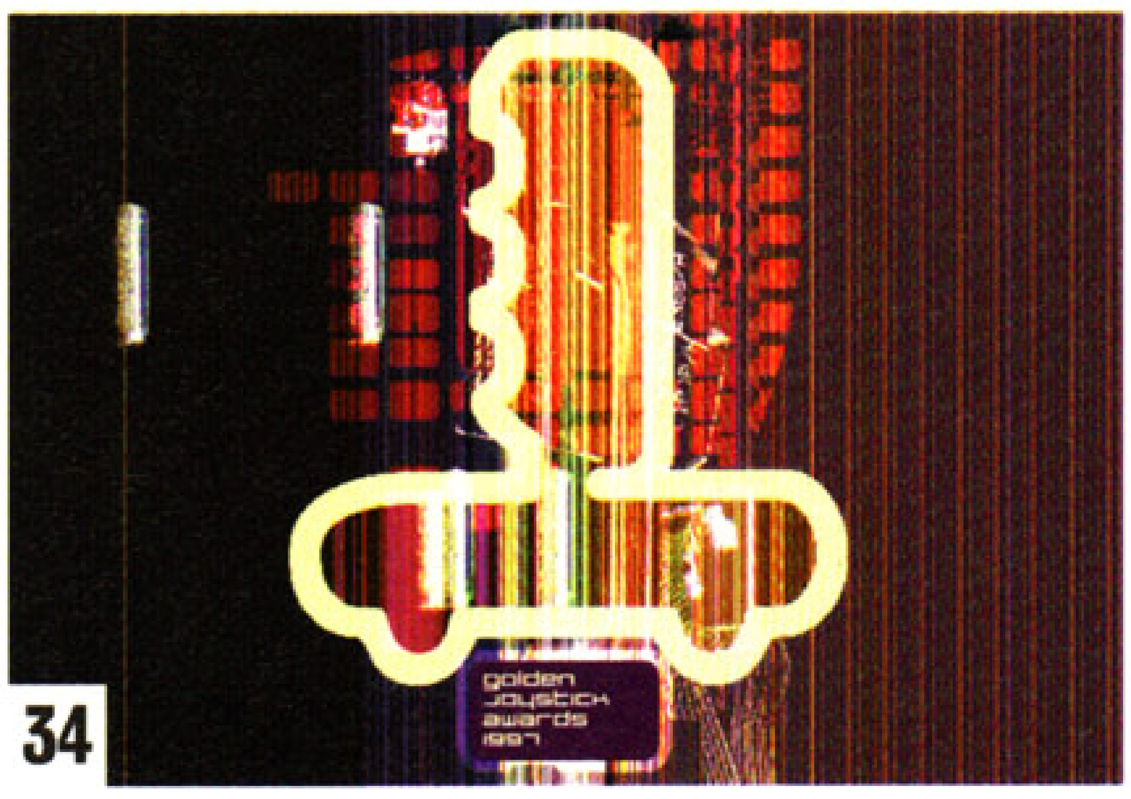






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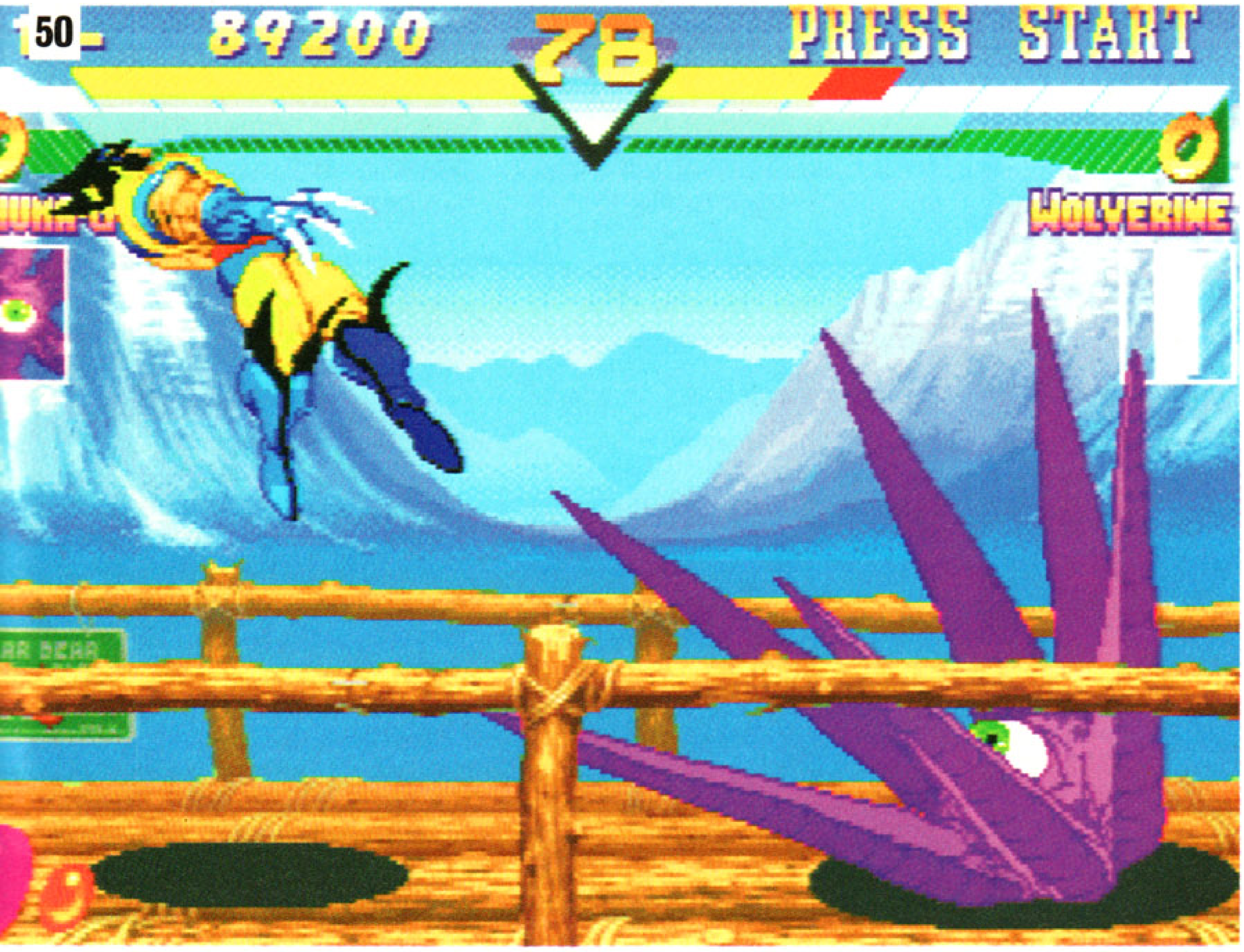
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NEWS



The quality of Saturn games just gets better and better - as can be seen by our two favoured games of the month - Marvel Super Heroes and Duke Nukem 3D. Both take the Saturn into new, ground-breaking territory. MSH shows that the Saturn is the undisputed master 2D machine. And as for Duke... well, Lobotomy have shown that the Saturn can more than match PlayStation in the 3D arena when the right team are on the job. But the fact is that there's much, much more to come. As our monster news exclusive reveals, contrary to the rumours propagated on the Internet, Sonic Team are still producing amazing Saturn titles. The fact is that Saturn owners have never had it better. Who needs tons of samey, mediocre software when you get games like Burning Ranger, Sonic R, Grandia and Panzer Dragoon Saga EXCLUSIVE to the Sega system? With this packed issue, I rest my case.

Rich Leadbetter,
Editor

World Exclusive!

Introducing... Sonic team's awsome Burning Ranger!

Sonic Team's most secret project is finally revealed! ■ Mind-numbing graphics redefine the world of Saturn 3D! ■ Simultaneous debut for the game at the ECTS and Tokyo Game Shows!

Here we have the first screenshots in the world ever of Sonic Team's first original project since the earth-shattering NiGHTS: the mind-boggling Burning Ranger!

The game is definitely something of a departure for the Sonic Team, whose work to date on all Sega platforms has been based on cartoon-style icon characters. Burning Ranger, although still character driven, takes the team into science fiction territory with a 3D engine that defies belief!

SEGA SATURN MAGAZINE has been given an exclusive playtest of Burning Ranger and came away with minds blown at what the Sonic Team have achieved. The initial look of Burning Ranger is reminiscent of Tomb Raider, crossed with Virtual On.

FULL FREEDOM!

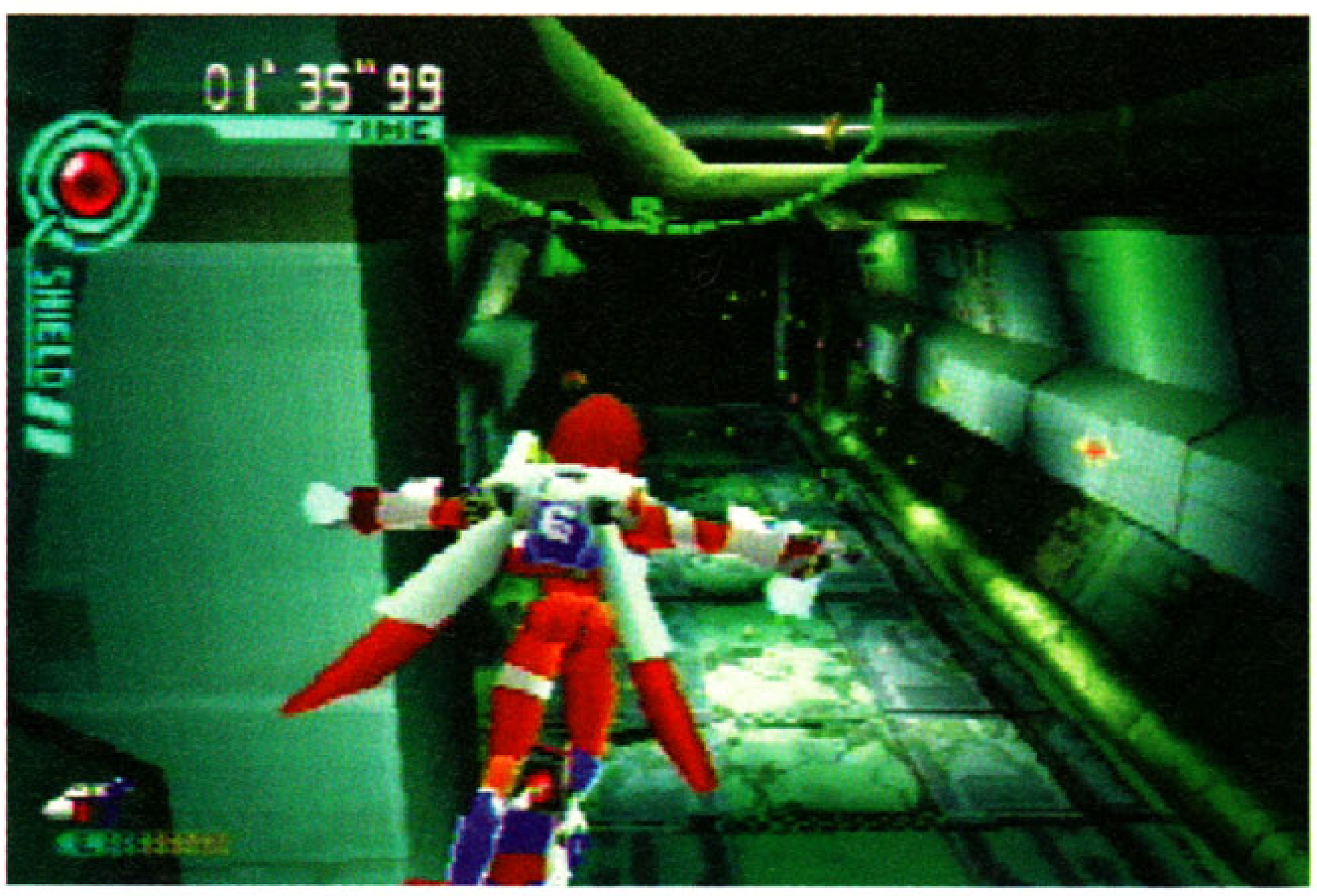
The same legendary degree of freedom found in Lara Croft's first adventure is evident in the new Sonic Team game (although it has to be said that the action is a lot, lot smoother), with the VO influence coming through on the main characters. Although recognisably human, each of the two Burning Rangers (you can choose between a male or female character) is strapped into a cyber-suit which is kitted out with advanced weaponry and jump boosters.



Unconscious people need rescuing!



Check out this cool 3D - this game is ACE!



Gameplay is an issue which we haven't fully got to grips with as of yet. The eponymous Burning Ranger is kitted out with a laser which is cool for taking out the stunningly animated robots, but is just as useful for putting out the vast amount of fire found around the level.

FIRE! FIRE!

As you might imagine from a name like Burning Ranger, putting out fires is seemingly the primary aim of the game. It's clear that Sonic Team have put a vast amount of effort into the way the fire is portrayed in the game - the result is extremely realistic, with some unbelievable transparencies.

Your progress through the levels is dictated by the liberal use of sampled speech. This is your back-up team speaking, telling you which areas you should be concentrating on in your fire-fighting activities. This is another innovation found in Burning Ranger. Your team react to the overall situation in each level, guiding you to the hot-spots which need dealing with urgently.

It's also the reason why Burning Ranger will spectacularly fail when it comes out on import. Every piece of speech is in Japanese and it's ESSENTIAL that you fully understand every word. Without it you're unlikely to get past the first level.

Burning Ranger looks utterly spectacular and it's quite amazing that Sonic Team have managed to keep it top secret for so long (development began as NiGHTS finished all those months ago). It's being prepped as Sega of Japan's BIG Christmas release, but due to the vast amount of translation required, we won't be seeing it until early 1998.

CS MAGIC

Additionally, we can also report that Yuji Naka, the creator of Sonic the Hedgehog and NiGHTS, has been given an entire CS (Consumer Software) Team in Japan, swelling the Sonic Team's numbers significantly. This explains how the team produced Burning Ranger and Sonic Jam at the same time.

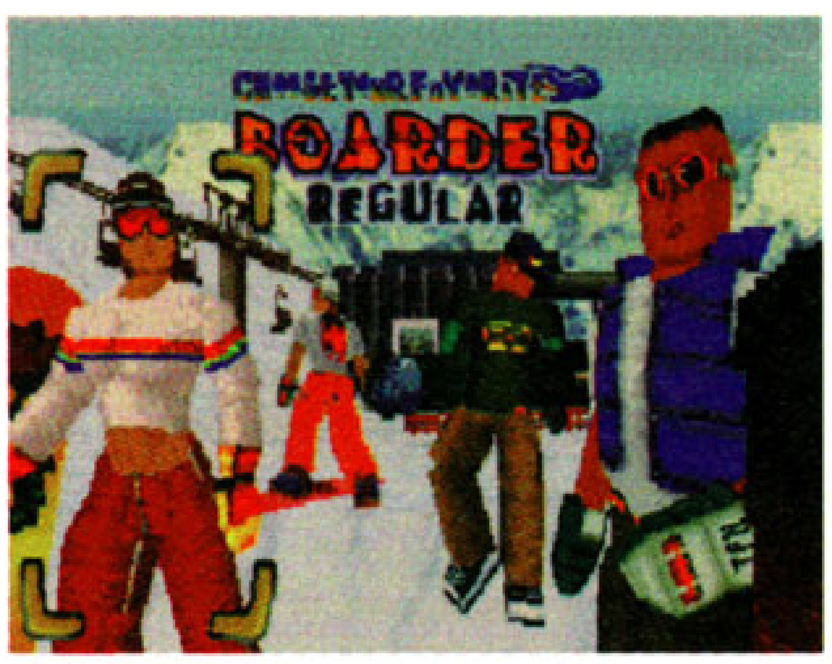




These giant robots populate the first level of Burning Ranger. Press and hold the fire button to power-up and blast the mutha away!

New Game

Grab some mad air!



Cool 3D eh? Wait until you see it move!



Tons of secret characters boost lastability.

It's a sad truth that European Saturn fans are bereft of digital snowboarding action. PlayStation owners have Cool Boarders and even Japanese Saturnites have Zap! Snowboarding Trix!

Well, SEGA SATURN MAGAZINE has good news. And more good news. Firstly, we can reveal that an all-new snowboarding game is just about ready for release in Japan. Called Steep-Slope Sliders, this title has already been picked up for release by Sega Europe, who should have it coming our way in January 1998. The reason for Sega picking the rights so quickly becomes evident when you sit down and play the game. IT'S AWESOME! Forget Zap! Forget Cool Borders. SSS features graphics which easily blow both games away plus a really, really cool control system that easily makes this the most playable snowboarding game in the cosmos. We'll have more in-depth coverage next issue...

"Forget Zap! and Cool Boarders - this is the best title in the genre!"



The gameplay is the true star of this game!

SSM: The Masters

Every six months, magazines release an ABC figure: this is basically an average of sales during the last six month period. SEGA SATURN MAGAZINE produced astounding growth this time around, rising from 30,000 to 38,315. In fact, on a year by year basis we've risen a massive 72.5% putting us in the top ten for biggest growing magazines in the UK!

It may well be a hackneyed cliche, but the fact is that we couldn't have done it without you guys and your demands for a better mag. Over the next few months we aim to make SSM better still by increasing the amount of quality cover CDs we produce (and have we got some AMAZING stuff lined up), along with another comprehensive rethink of the magazine as a whole. So any ideas you have, be sure to send 'em in.

As was the case when Rich first took over, we're going to be changing the magazine section by section, month by month, starting with the next issue. As the Saturn market has changed, so has the reader, so we're going to be looking at tons of new stuff to make THE BEST even BETTER.

What WON'T change is our enthusiasm for Saturn games, our commitment to the best features with the best pictures or our dedication to the Sega scene in general. In fact, our recent successes have just added to our determination to make SSM even better than it already is. Stick with us: some of the innovations we're planning are most exciting indeed...



New Coin-op

Bat Man Returns



Batter up! Take a swing at Dynamite Baseball.



"You hit ball and run, me wear cool cap!"

WE HAD NO SPACE TO MENTION this cool sports title last issue, but Sega's latest baseball game was also a surprise hit at their recent arcade show (see SSM 23). From the creators of "Final Arch" (an ST-V game that never made it to the UK) comes Dynamite Baseball '97, AM1's latest coin-op offering and one that employs the power of the Model 2 board. The game runs at a smooth 60 fps, employs motion-captured players and takes America's No. 2 sport to an incredibly realistic level. The game's main selling point is its unique lever/ button/bat-stick control mechanism which allows players to switch between batting and fielding. Using the bat-stick you can judge the timing and strength of your swing precisely while the control of both the pitcher and batter is simple enough for even a beginner to pick it up easily.

AM1 have also employed a live TV broadcast-style camera that constantly shifts perspective and angles, yet still retains a perfect view of the 3D texture mapped stadium. When you get a Home Run, the camera pans over the crowd and you can watch from above and around as your character runs from base to base. For even greater realism, Sega have also included plenty of virtual advertising boards with such companies as Coca Cola, Maxcel and even Bandai displaying their wares!

AM1 take Baseball to an incredibly realistic level thanks to the power of the Model 2 board!

New Coin-op

Pocket Fighter



Capcom have just announced yet another imminent arcade title. Pocket Fighter takes the miniaturised Street Fighter and DarkStalkers characters made popular by Puzzle Fighter and gives them their very own beat 'em up.

As yet another extension of the Street Fighter series, Pocket Fighter features plenty of Fireballs, Dragon Punches and Hurricane Kicks, but gives them a cute and comical twist thanks to the inclusion of super-deformed characters. Obviously Capcom are playing this one with tongue firmly planted in cheek as gameplay is strictly over-the-top and humorous although the company's trademark stamp of quality is clearly evident. In a reverse of the effects seen in Puzzle Fighter (where gem chain reactions would trigger Street Fighter moves) high-scoring combos cause gems and other items to flatten opponents. Pocket Fighter should be hitting UK arcades in early October and a Saturn version should be on the cards sometime next year.



Personality Profile

NAME: Lee Nutter
POSITION: Staff Writer
JOB DESCRIPTION: To produce quality articles on the latest Saturn titles for a paltry amount of money, ie play games a lot and then write about them a bit.
SPECIAL SKILLS: Drinking, fighting, fornication, playing videogames, getting lost in London, worldwide Sega Rally dominance.
CAREER HIGHLIGHTS: Working with The Master, being the target of abuse in Saturn Power, quaffing copious amounts of free alcohol at various industry parties.
LIKES: Nirvana, Foo Fighters, X Files, the Simpsons, my girlfriend Judith, Xena - Warrior Princess, my job, CVG's Jamie Smith?
DISLIKES: Hanson, Denise Van Outen (aaaarrrrgh!), PaRappa the f@!£ing Rapper, Saturn Power, period dramas, cockneys, tips phone calls.
ALL-TIME FAVOURITE GAMES: Sega Rally, Sonic series, Strike series, Micro Machines 2, Resident Evil.



Promotion

Save a fiver on WIPEOUT 2097!



Fancy saving yourself a whole £5 on WipEout 2097? Well now you can. Simply cut out the coupon on this page and proceed to Woolies!



As one of the greatest Saturn racers ever, WipEout 2097 is an essential purchase.

THE SEGA SATURN HAS THE BEST racing games around: FACT. With titles like Sega Rally Championship and Sega Touring Car EXCLUSIVE to the system, we can safely rest our case. However, sometimes we have to admit that the PlayStation does actually play host to some cool racing action, case in point: WipEout 2097! Well now that mammoth videogame has reached the Sega Saturn and it's just as good as ever it was.

SEGA SATURN MAGAZINE has teamed up with Woolworths and Sega Europe to bring you this incredible offer, that being a complete five pound rebate on this most finest of futuristic racing sims! There's little excuse not to take advantage of this brilliant offer. SEGA SATURN MAGAZINE awarded WipEout 2097 a colossal 92% (as did our competition, come to think of it), so you'll be buying into racing action of a guaranteed quality. Adrenalin-fuelled gameplay and loads of tracks, make WipEout 2097 a blast!





WIPEOUT 2097

£5 OFF

This voucher entitles the user to £5.00 off the retail value of WipEout 2097 on the Sega Saturn. It cannot be used in conjunction with any other promotion. It is valid from 25th September 1997 to 30th October 1997 inclusive.

WF0246 WOOLWORTHS



AND THREE THINGS YOU SHOULD DO NOW

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Twix® Promotion

Twix changed my life!



AS YOU MAY KNOW, TWIX® - IN association with EMAP Images - is staging the 1997 TWIX® Junior Gamesplayer of the Year challenge!

We spoke to last year's winner, Robert Doubtfire, on how winning the Championship has affected his life. "Well, the best change is being more famous than my mother (ie Mrs Doubtfire)! Actually the main change has been that I have become 'the one to beat' at computer games - obviously nobody can. Some people can sing, others can run fast and I can beat anyone I have ever played against on a game. I think it must be a natural talent although I did start when I was three or four, playing on an Atari."

Robert also has some tips for the challengers this year. "Last year I found the best way to train was not to play too many games in the run-up to the competition but just try to relax. For any challengers this year, be warned that I am on form and Manx TT is a game where the slightest mistake can cause doom - and I don't plan on making any mistakes whatsoever."

So... fighting talk from the boy Doubtfire! Have you got the necessary skills to take this gaming monster down? Check out the entry form on page 3 of this issue, load up Manx TT and get racing!



There are awesome prizes all-round in this mega challenge!

New Coin-op

More Kombat!



"Behold the power of my magical shaft!"

FANS OF MIDWAY'S MORTAL Kombat series, who have been deprived of gore-drenched fighting in recent months, will no doubt be chuffed to learn that two new Fatality-filled titles are imminent. Delayed for what seems like forever, Mortal Kombat Trilogy should be winging its way to us next month with the promise of tons of playable characters, hidden fighters, Babalities, Animalities and crimson coloured fisticuffs. Still a loyal Saturn supporter, developer GT Interactive should have yet another hit on its hands as UMK3 is still riding high in the SSM charts with an impressive score of 91%

Of more interest has been Midway's unveiling of Mortal Kombat 4. Currently on tour in the US, MK4 is the first 3D incarnation of the game with Voodoo accelerator chips powering the coin-op board. Although these screenshots give no clear indication of gameplay or speed, Midway is confident that the game will be more than capable of holding its own against the likes of VF3. Returning characters include Raiden, Liu Kang, Sonya Blade and Sub Zero with the addition of numerous new faces such as the fearsome Fujin.

There's no news on home versions of the game yet but it's unlikely that a console translation – will appear until early '98. Mortal Kombat 4 should be arriving in your local arcade any day now and we'll have more coverage in an upcoming Coin-Operated.



It appears that players will have the option to use weapons as well as special moves.



New characters, a new storyline and new Fatalities. MK4 will have the lot.

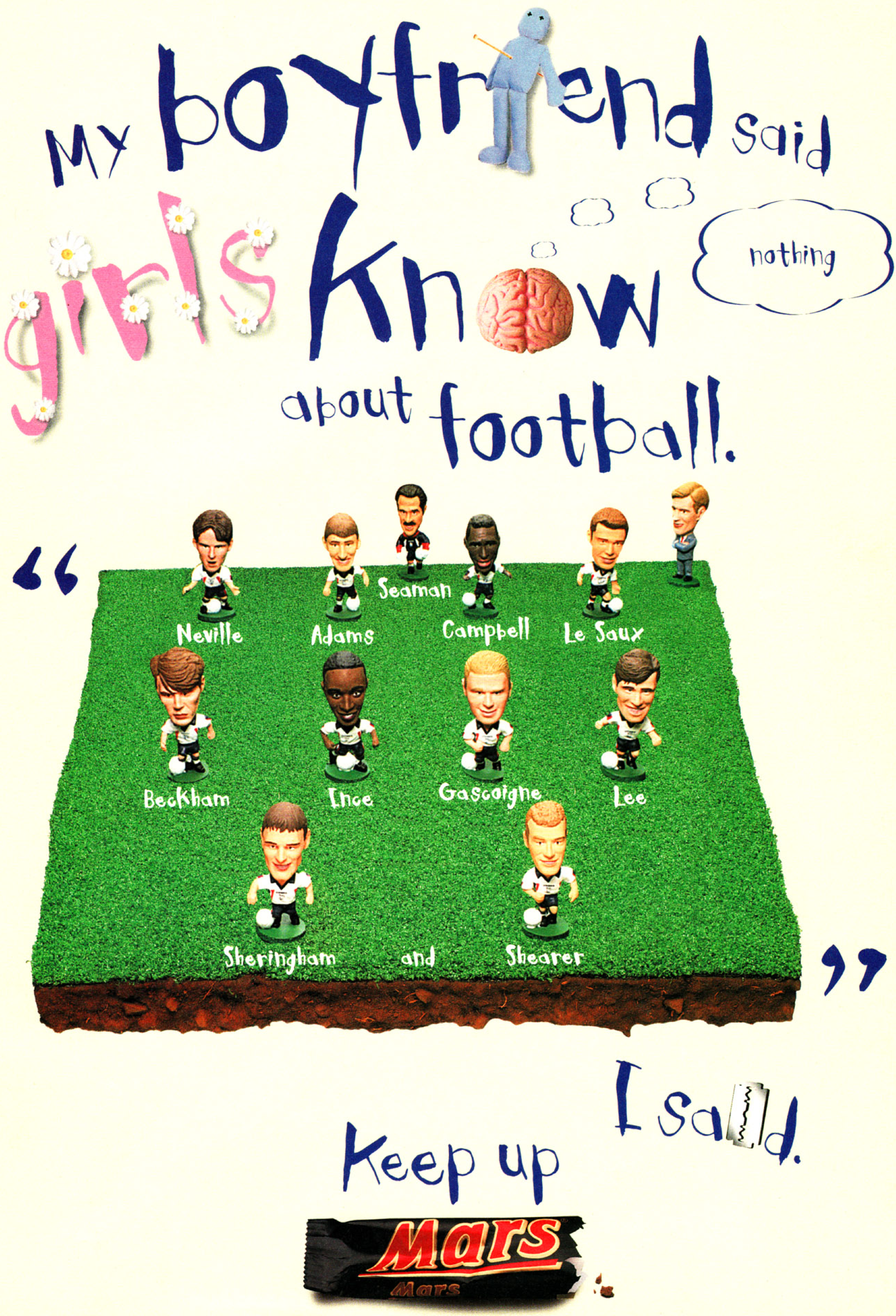
HMV CHARTS

Week Ending September 29th

KNOW HMV · KNOW GAMES

Send us your top ten titles and you could win a free Saturn game! Post your choices to READER CHARTS, SEGA SATURN MAGAZINE, 37-39 MILL HARBOUR, ISLE OF DOGS, LONDON E14 9TZ. This month's winner is lucky old Neil Thompson from Hull who can expect a little something from Uncle Sega any day now.

	HMV CHARTS		READER CHARTS		SEGA PARK CHARTS
1	Sonic Jam	1	Fighters MegaMix	1	The Lost World: Jurassic Park
2	King of Fighters '95	2	Sega Rally	2	House of the Dead
3	Tomb Raider	3	Die Hard Trilogy	3	Virtua Striker 2
4	Shining The Holy Ark	4	Command & Conquer	4	Scud Race
5	Pandemonium	5	Bomberman	5	GTI Club
6	Fighters MegaMix	6	Virtua Fighter 2	6	Wave Runner
7	Die Hard Trilogy	7	Street Fighter Alpha 2	7	Tekken 3
8	Virtua Cop 2	8	Tomb Raider	8	Marvel Super Heroes vs Street Fighter
9	Die Hard Arcade	9	Worldwide Soccer '98	9	Daytona USA
10	Independence Day	10	Virtua Cop 2	10	X-Men vs Street Fighter


My boyfriend said
girls know
nothing
about football.
“
Seaman
Neville
Adams
Campbell
Le Saux
Beckham
Ince
Gascoigne
Lee
Sheringham
and
Shearer
”
I said.
Keep up
Mars
Mars

Page 3 Lovelies

Virtual Babes... In the flesh!

New Daily Star promotion brings Saturn and Sega characters to the masses! ■ Nagi, Lisa, Janet and Candy brought to you in the flesh! ■ Tons of prizes to be won in this massive promotion!





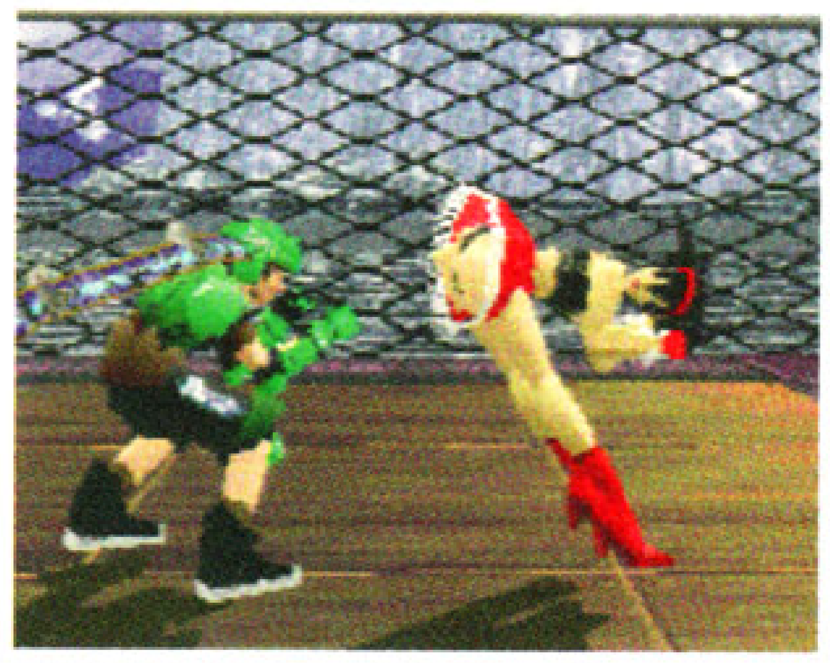
ONE OF SEGA'S MOST OUTRAGEOUS marketing blitzes as in full swing over at the Daily Star (the paper of "ooh aah" variety). The videogames giant has teamed up with tabloids to offer readers tons of Saturn goodies and games along with the chance to win a cool £1,000 in a prize draw every day! Not bad eh? Well, the competition is running NOW and there are four game cards to collect, one for each week of the promotion.

This "Virtual Babes" activity has been a vast amount of attention over at Sega HQ, perhaps because the Daily Star have rather nicely brought Sega's sexiest games characters to life with the aid of their page 3 models. But then, you've probably gathered that already from the large photographs adorning these pages. And the cover. Not that we're getting carried away by all of this activity. No sir.

Oh... and apparently "raunchier" pics can be found weekly in the Daily Star. Not that we'll be looking. Nope.

Candy, Janet, and Lisa are shown right here and it's our understanding that a certain Jo Guest could well be "posing" as the pneumatic Nagi from Last Bronx - the cover star of issue #20 of SEGA SATURN MAGAZINE! Just the sort of thing to get you up in the morning, eh readers!?!

"The Daily Star and Sega give you the chance to win a grand every day!"



Candy's a cheeky sort isn't she?!



Don't ask us how those straps stay in place!



Janet: "shooting off".

CANDY (Fighting Vipers, Fighters MegaMix)
Cutie Candy is brainy beauty - she's got a GCSE in Geography! We'd be happy to research her contours any time!?!



LISA (Last Bronx)
As you can see from her large... sticks, luscious Lisa is mistress of the martial arts... and she's welcome to lay us out at her earliest convenience?!!

JANET (Virtua Cop 2, Fighters MegaMix)
Raunchy rozzer Janet Marshall is an arresting proposition... especially when she's OUT of uniform! Being a weapons expert, if you're having problems with your artillery, she's bound to get it shooting off in no time!!?



Panzer Dragoon Saga





Years have passed since Team Andromeda completed Panzer Dragoon Zwei - a game rightly revered by Saturn gamers as one of the best shoot 'em ups in the world ever. Well, Panzer is back with vengeance! RICH LEADBETTER takes a look.

Team Andromeda have taken the Saturn to places not thought possible. Sure, the likes of Lobotomy Software, Sonic Team and the AM departments have done magnificent things with the machine but even now there's little to match the splendour of Panzer Dragoon Zwei. Graphically speaking it's a revelation, doing things not seen on any other system.

Well, get a load of this: I've just spent a morning playing Panzer Dragoon Saga and it's all set to blow every adventure game in the world ever into a tiny little cocked hat. Such is the power of Team Andromeda, who have managed to create the finest looking adventure game I've ever seen...

RPG? BORING! SURELY NOT

The role-playing game has something of a reputation for being... well, boring. Lots of text, crappy graphics and a bizarre system of killing people by knocking "hit points" out of them. Luckily, the average Saturn owner is a bit more refined in his tastes - hence the success of games such as Dark Savior and the brilliant Shining the Holy Ark.

Well, Panzer Dragoon Saga manages to effectively bridge the gap between arcade and adventure. It achieves this mostly by virtue of its stunning graphics. I've only played through a small section of one CD (it's currently slated for FOUR!) and already I've witnessed graphics that out-quaff anything seen in previous Panzers.







Believe it or not, the giant island on the right screenshot is actually a creature that needs to be taken out (and not for a curry either).



Azel and his dragoon buddy take down two enormous... er, things.

Team Andromeda are BACK with one of the most amazing games ever seen! The awesome Panzer Dragoon Saga is guaranteed to blow your mind!

You can check out what I've seen by looking at the screenshots dotted around this feature. Cool eh? Well just wait until you see the silky smooth 30fps visuals, mind-blowing animation and excellent light-sourcing. These graphics are Andromeda's best yet. Maybe even the Saturn's best yet.

GOING FOR A WALK

Basically speaking, Panzer Dragoon Saga is split into three distinctive sections. There are bits where your main character, Azel, is walking around stunningly detailed environments, such as villages and towns. Mere words alone cannot describe the magnificence of the graphics here. Imagine Zelda on the Super NES in full three dimensions with stunning light-sourcing - the works! You even get night and day, which effects the entire look of the town as time passes. Characters wander about the towns, minding their own business, all of them as brilliantly animated as Azel himself. Never before has a role-playing game achieved such levels of realism as here.

Yeah, these graphics are cool all right. But they're just the tip of the iceberg... Just imagine - this is just the first quarter of the game and the quality of the visuals is sure to increase the further you get into the game. Make no mistake about it, this game is going to be really cool!



Some spectacular battle action on display here. Aren't the graphics just ace?

COME FLY WITH ME

The REALLY cool sections see you take to the skies atop your dragoon and basically fly around, exploring and solving puzzles. Typically when you want to travel from one town to another it is achieved via this section (which is also the closest you get to old Panzer gameplay).

The big revelation here is the fact that you have complete control over the direction your dragoon is going. No more "on rails" gameplay for which the previous Panzers were unfairly criticised - you can basically go where you want. Which is just as well as there appear to be multiple routes through these levels.

Some of the graphical effects here are just to die for. You thought the reflective water in Panzer Zwei was cool eh? Well, so did I. Until I saw the revised effect in Panzer Dragoon Saga! And that effect is thrown at you on the first level and you'll have to believe

>>

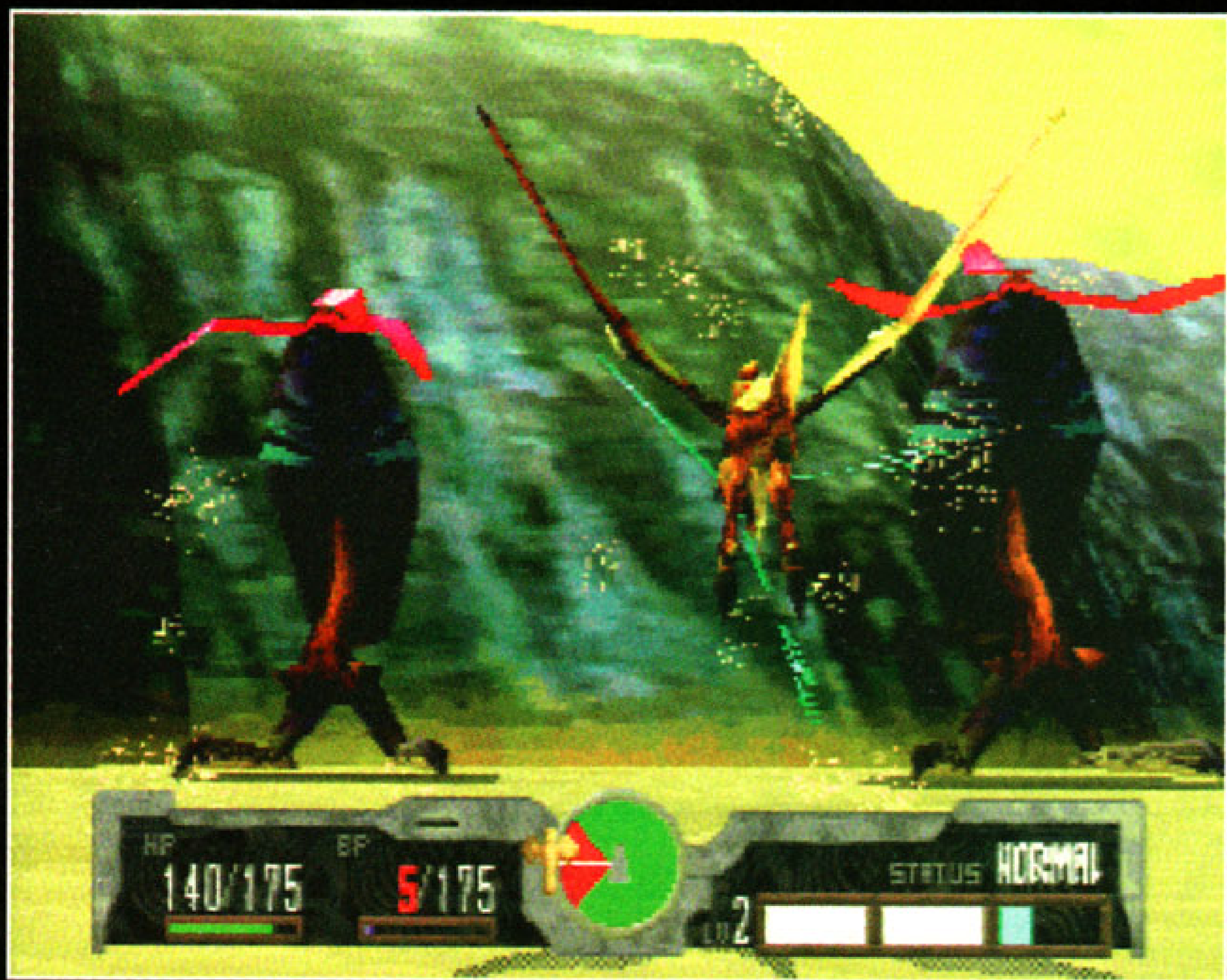


This enormous island is actually a living entity. The dragoon is able to target its weak areas. Let it have it!



Just about every settlement in the towns and villages can be explored – they all have exquisite detail as seen here.

The battle sections, although turns-based, are amazing to behold. Check this out!



This enormous funnel of water is one of the most spectacular effects we've ever seen on Saturn!



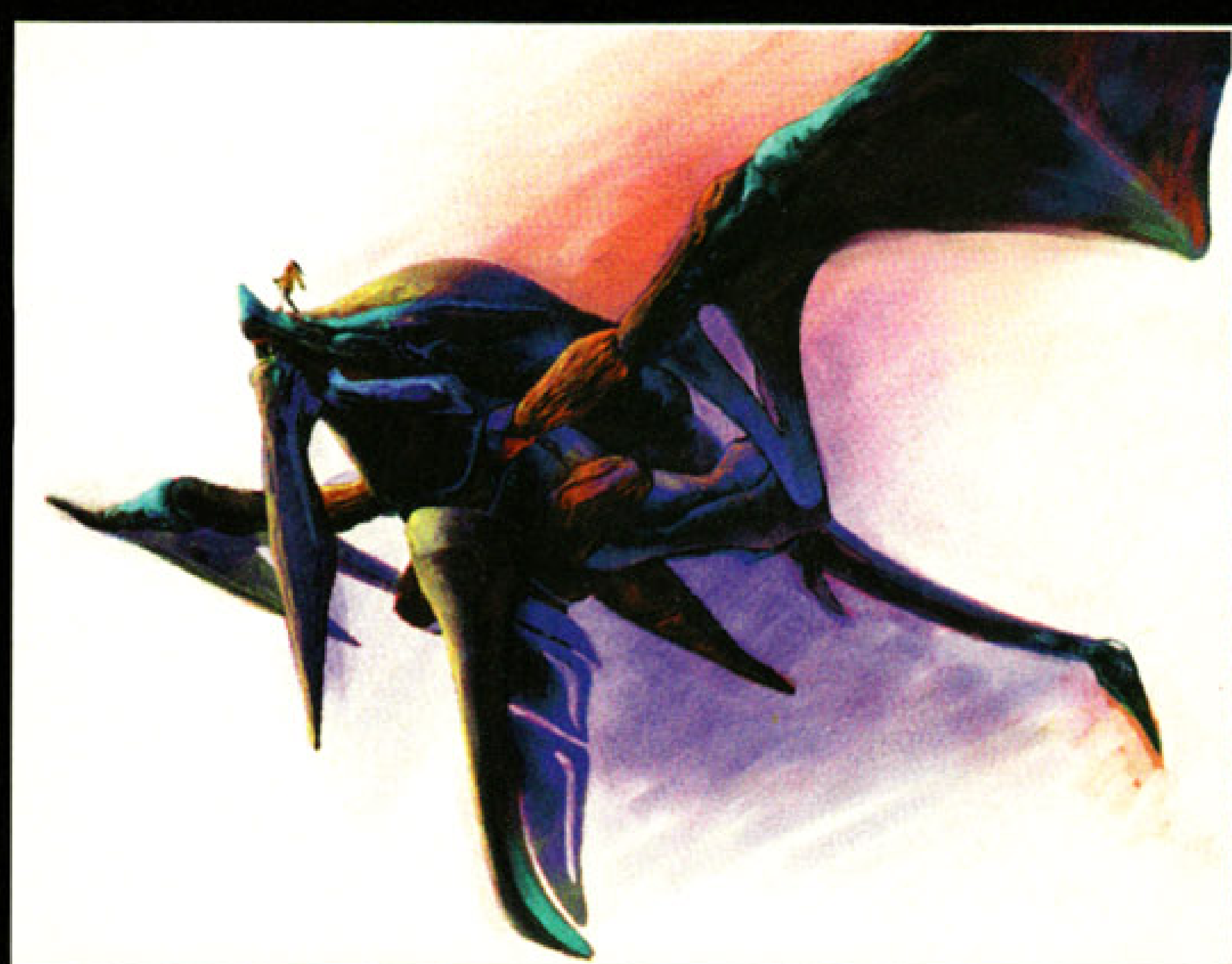
The combination of exploration and blasting makes this amazing – already we can see the amazing potential of this awesome game – Team Andromeda have done it again!



>> me when I say that the graphics just get better and better the further you get into the game. There should be pics in the feature here showing this enormous tempest effect. Now just wait until you see that baby move!

DIE! DIE YOU FOOLS!

The final section in the game that I've come across so far is the combat system, which is kind of reminiscent of ChronoTrigger and Final Fantasy VII. It's almost turns-based in a Shining the Holy Ark stylee,



Some design action straight from the labs of Team Andromeda!

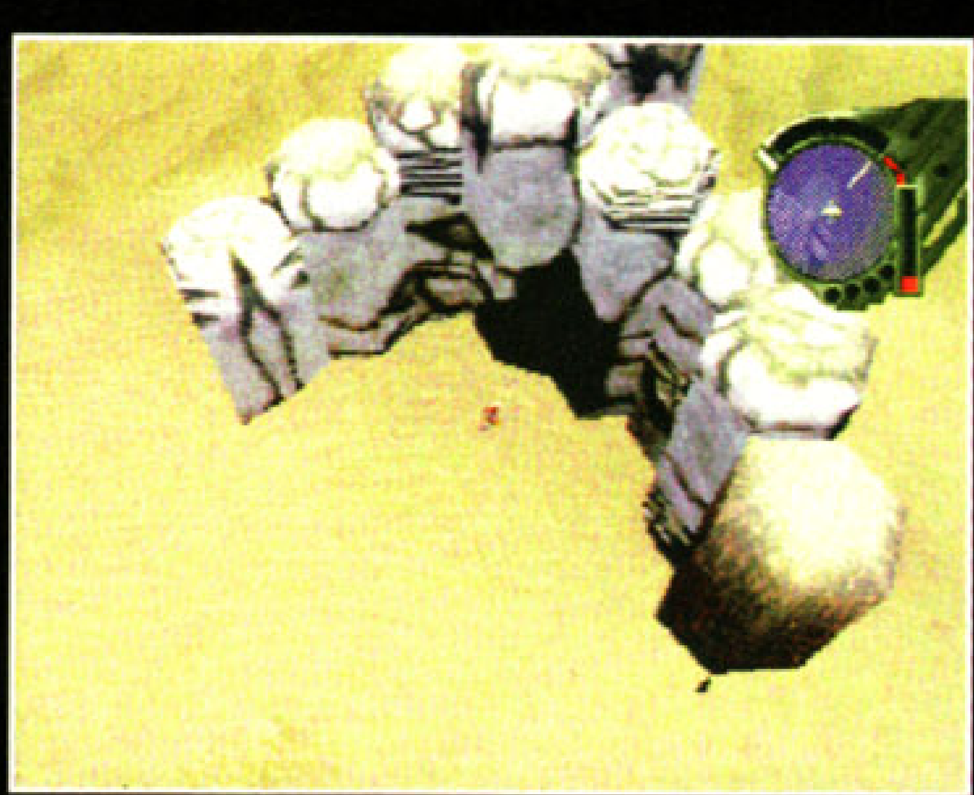




only with some real-time elements thrown in too.

Basically, combat takes place pretty randomly as your dragoon traverses the land. Single or multiple targets suddenly appear, taking you into the combat system. Here, a time meter steadily fills up. Leave it a while and more attacks become available to you. Unfortunately, it also allows the enemy to launch an attack on you. So choosing the right offensive strategy at the right time is a pretty fine balance.

Weaponry available includes Azel's laser gun, the dragoon's homing bolts, plus a series of berserk attacks which perform various effects such as taking out multiple targets or forming a shield around you. Items can also be used mid-combat for medical (or other) purposes. If you allow your time bar to fill all the way up you can even change the shape of your dragon. But more on that later.



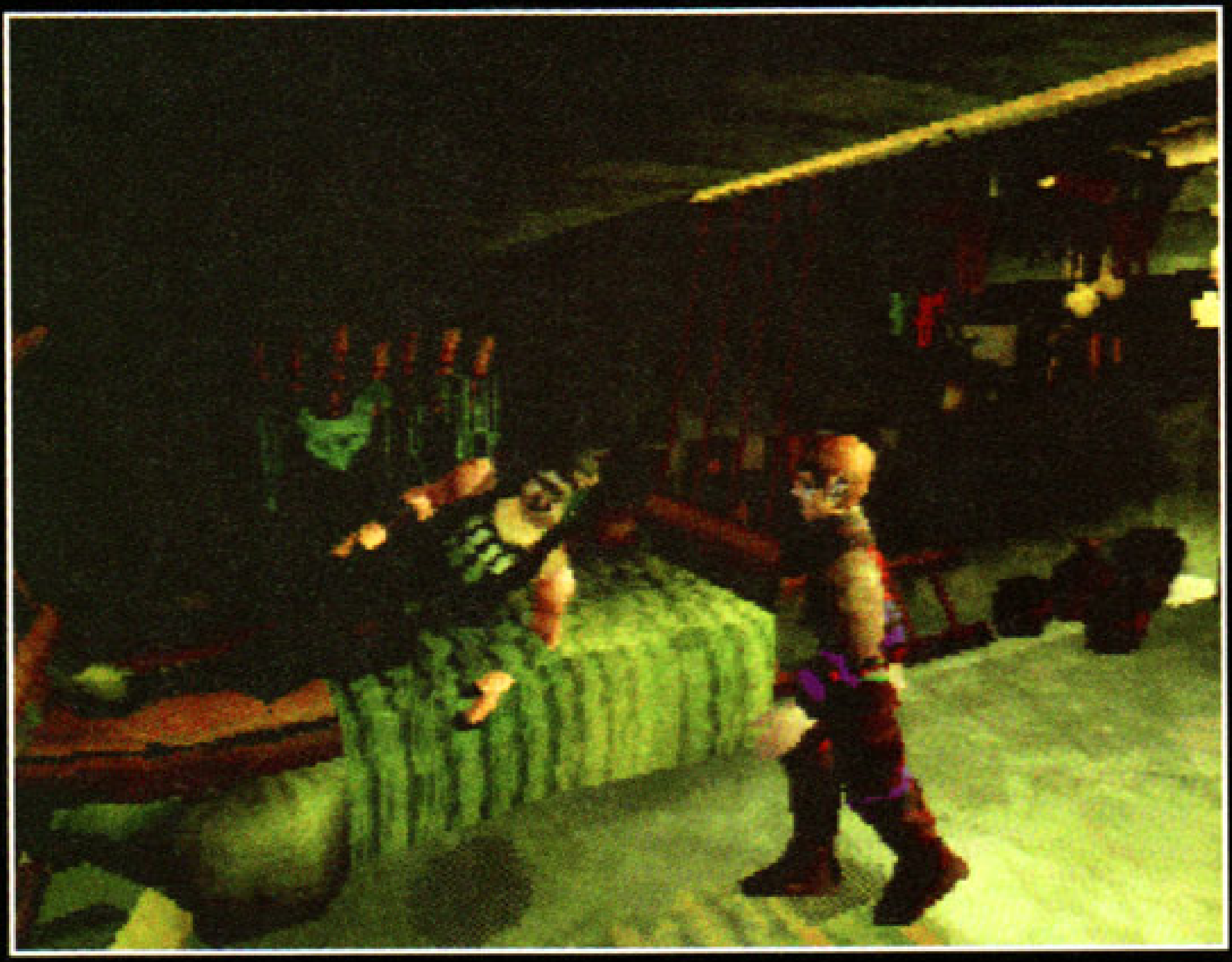
Yes, the tiny blob in the middle is your dragoon!



Azel faces amazing odds in his desert encounter.



Actually that isn't your dragoon over there. After all, where are its wings?

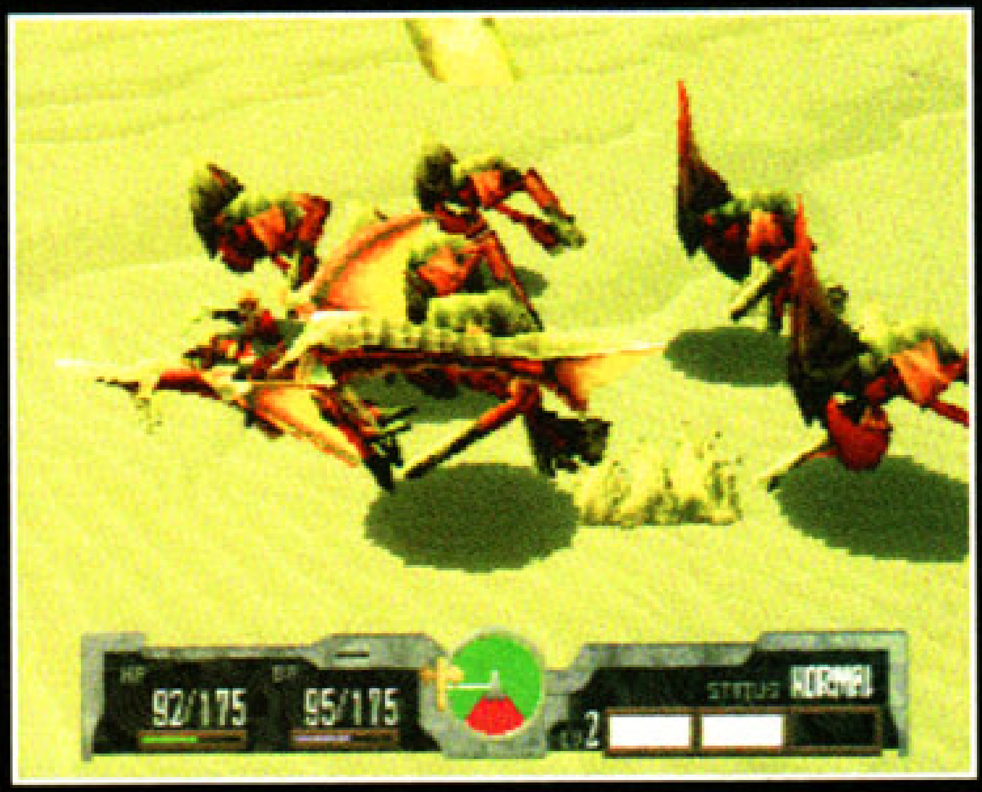






The overhead Dragoon sections offer you some amazing visuals!









The water and reflective effects in Panzer Dragoon Saga are just jaw-dropping.

The graphics defy the limits of the Saturn! Every section of the game is a graphical feast - not too bad at all for a role-playing game!

WHAT ADVENTURE?

Judging from the screenshots seen here, I imagine you might be thinking something along the lines of "so where does the adventure bit come in then?". And I wouldn't blame you. At the moment, Panzer Dragoon Saga is still very early on in development and whilst a lot of the arcade sections appear complete, the actual adventuring areas (particular the bits where you control Azel) don't seem as far along the road to completion. And even if they were, the fact that all of the text is in Japanese at the moment probably wouldn't help me too much.

So, aside from the fact that you can spend your money on power-ups and talk to the populace, there's little more I can say at this time about the "running about" bits. Aside from the fact that they look absolutely spectacular!

The flying around sections are easier to pin down in that the puzzle elements are more visual in nature, mostly being a case of blasting objects in a certain order and what have you.

According to our friends at Sega, the game will also focus closely on the relationship between Azel and his dragoon pal. In previous Panzer games we've only really guessed at their association through the use of senses shattering full-motion video. Well, Panzer Dragoon Saga will put that to rights and reveal for the first time why man and dragoon have become so reliant on one another for survival in their bizarre world.



THE BOSSES

Perhaps the most memorable aspects of Panzer Dragoon and its sequel are the boss characters that lurk at the end of each stage. Well, Team Andromeda certainly haven't let us down in this regard. The monstrosities seen in Panzer Dragoon Saga are every bit as er, monstrous, as previous Panzer epics. In fact, even the early guardians which I've witnessed easily surpass what we've come to expect from Andromeda. I can't give away too much here - suffice to say that they're pretty intimidating. Additionally, mindless blasting won't help you here. The key to bringing a boss down is to find its weakness. And then indulge in some mindless blasting action if the fancy takes you. Suffice to say that these sections of the game are graphically spectacular. But then, you would have already guessed that.



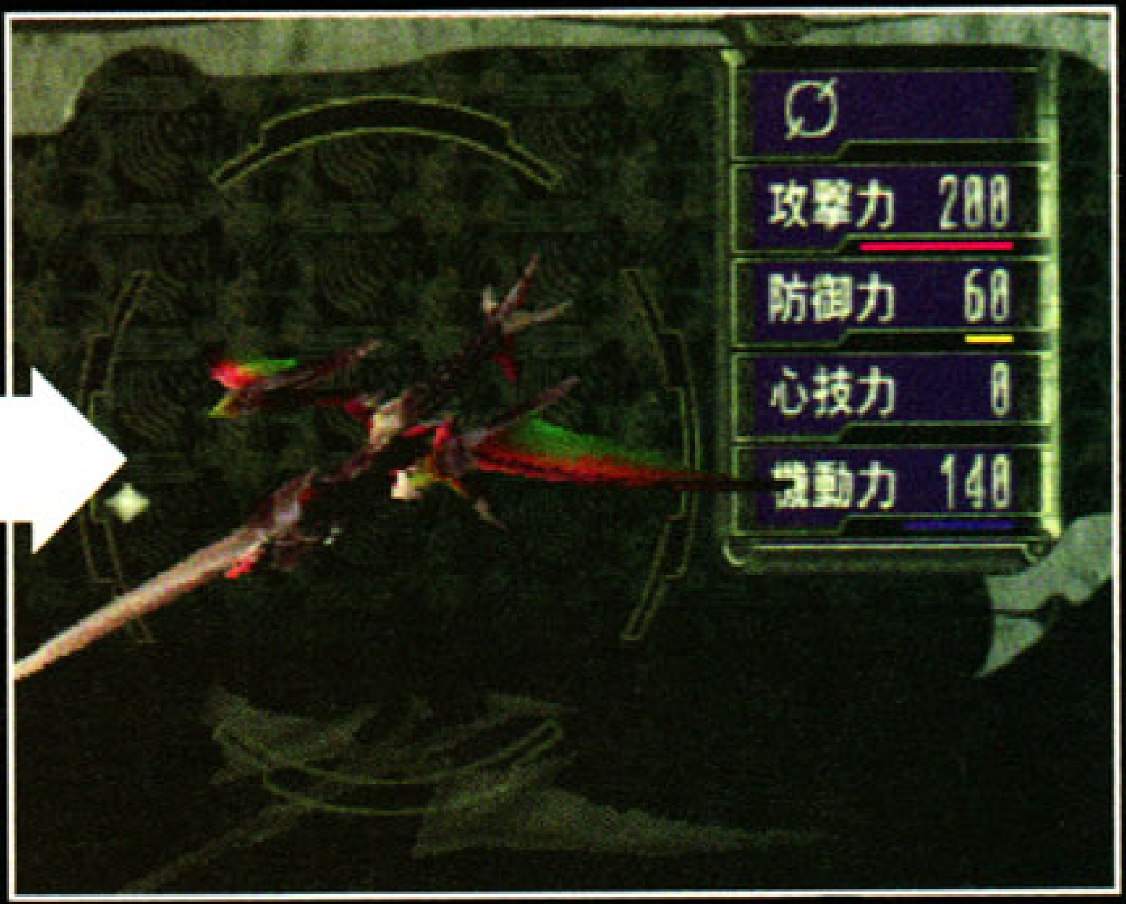
Every character in the game is just as animated and detailed as Azel himself! Yes this game is looking pretty awesome all right...



One of the most spectacular aspects of Panzer Dragoon Saga is the way that the player can define the exact appearance of his dragoon...

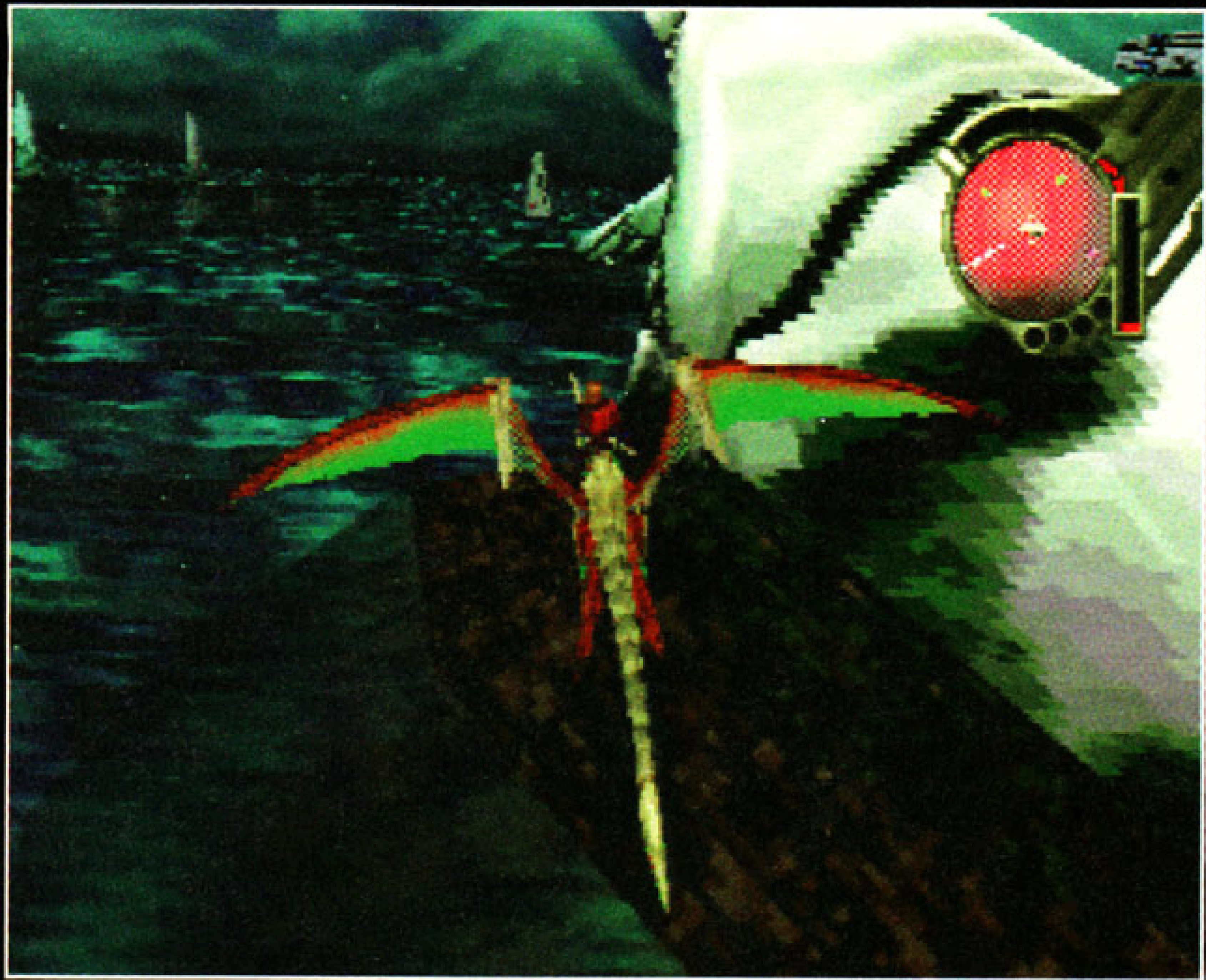


By changing the various attributes that make up your dragoon's being, you can watch your dragoon change shape before your eyes in a stunning morphing scenario.

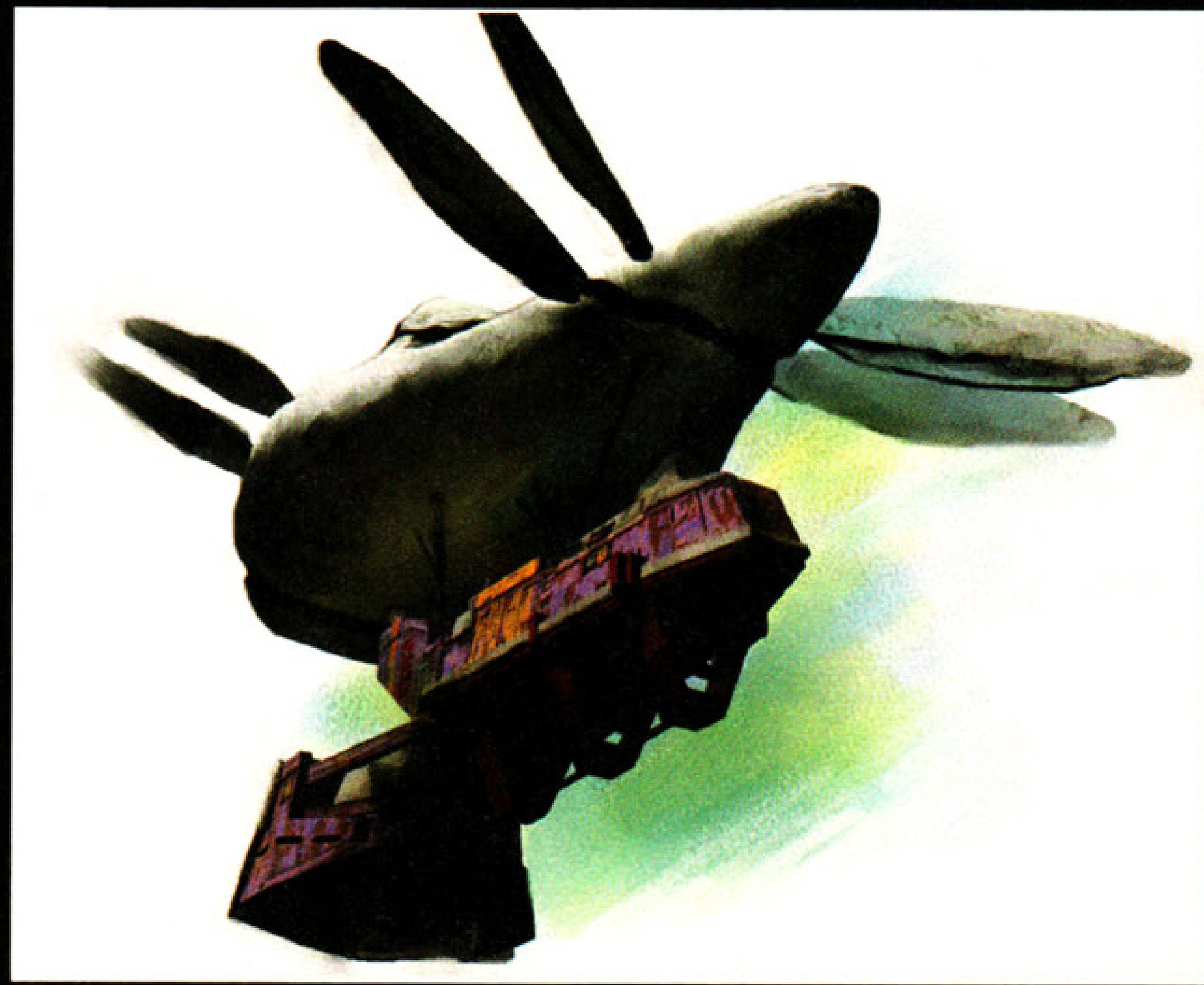


As you would expect, by changing the shape of your dragoon you also affect its flying and battle capabilities. No doubt certain situations will demand a certain shape of dragoon...

We've fiddled with the Dragoon's appearance for this pic - notice the rainbow wings!



Andromeda plan to include plenty of old Panzer Dragoon enemies and this painting reveals...



RPGs: weak on graphics, strong on plot - Panzer Dragoon Saga scores immensely on both visuals and lastability... This will be a classic game for sure!



Panzer Dragoon Zwei remains one of the most stunning Saturn games you can buy (and you should too). Panzer Saga will be better still!

AND THE REST

Basically as you add points to one attribute, they are taken away from another area, resulting in a different shape for your dragoon. Quite what advantages different dragons have is not quite clear at this time, but it's inevitable that evolving your dragoon throughout the game is essential in order to prevail. Just as it was in Panzer Dragoon Zwei.

THE BOTTOM LINE

This particular videogame (due to appear officially in early 1998) could well be one of the most important Saturn titles we've ever seen. There are many reasons for this particularly grandiose praise. For starters, Team Andromeda are behind it and they are design and programming geniuses. Additionally, this game is going to be on FOUR mammoth CDs! What I've played and what you've seen here is just a small section of the final game - so rest assured, this game is going to be absolutely huge!

So why the delay in bringing Panzer Dragoon Saga to the UK across from Japan. The simple truth is that the game has a vast amount of text and speech to translate - the current count is 1,500 A4 pages of text!

The combination of four CDs of action and Team Andromeda's programming genius make this one of the most exciting games it's been my pleasure to check out in the last few months. This game is going to be MASSIVE and you can rest assured that SEGA SATURN MAGAZINE will be charting its continued development extensively over the next few months!

Stay with us for the latest...









Here's where you can buy weapons and power-ups.



Flying into a tunnel where new terrors no doubt await.

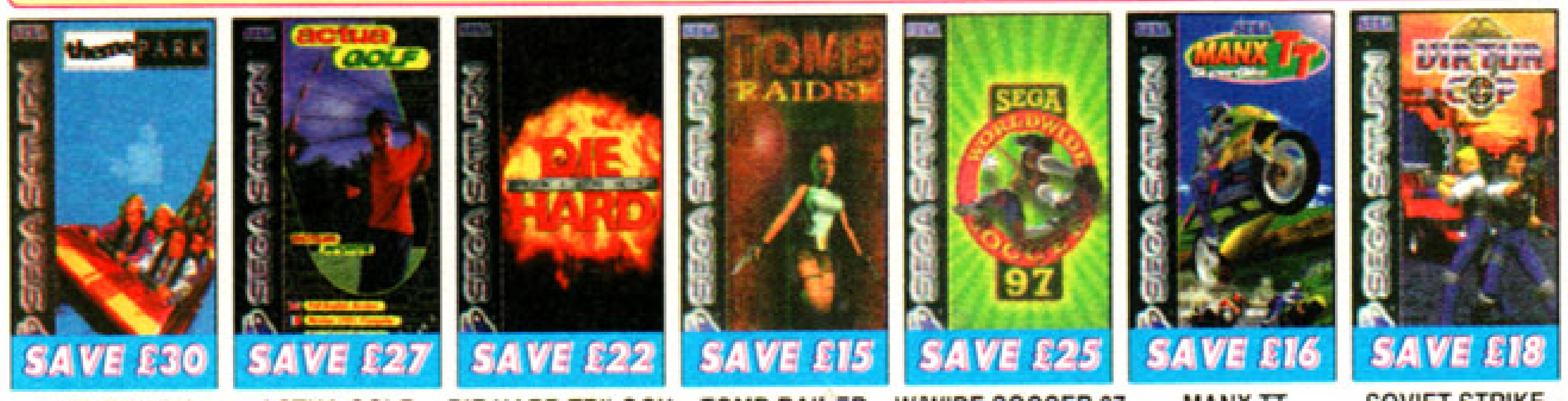


The town areas look pretty damn good to us. The level of realism is astounding.

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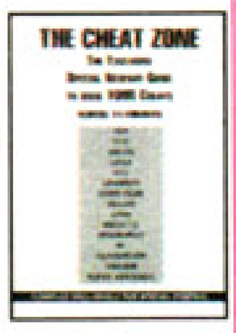
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SONIC R









Travellers Tales have pushed the limits of Sega Saturn's 3D way past the established limits with Sonic R – the new courses look absolutely amazing.



And they're off! These five characters are the initially controllable bunch.

The new Sonic R looks ace! Travellers Tales have performed wonders with this stunning game!

Two months on from the first demo of Sonic R, we finally have an update on what could well be the greatest racing game on any system! So says RICH LEADBETTER...

The Saturn has an excellent pedigree of racing titles, mostly down to the masterly nature of the AM divisions' gaming know-how. There's only one slight problem. All of their games have been serious simulations - games designed to match the realistic look of their visuals with realistic gameplay. Now wouldn't it be great to do a "fun" racing game? After all, what is the most fondly remembered of driving titles on the Super NES? Super Mario Kart, of course.

Surely that was the thinking behind Sonic R - the new racing title coming your way this November. In amongst the Touring Cars and Sega Rally, perhaps somebody forgot that icon characters such as Sonic the Hedgehog can make for the own unique brand of racing action? Regardless, Sonic R looks set to redress the balance... and how!

3D TO DIE FOR

Okay, so here we are with Sonic R in hand (or rather, in the Saturn). Power-up, choose a course and away we go. What's the first thing to grab you? It's the quality of the graphics which are quite unlike anything seen on the Saturn to date.

Sure, you've got your super-smooth Sega Rally style 30 frames per second, but the bottom line is that the look of Sonic R is far more "solid" and impressive than any other racing game seen to date on the Saturn. The programmers of the piece, Travellers Tales, have performed wonders with the machine. In fact, it's hard to imagine that this is the same system that runs Daytona USA (with its legendary polygon pop-up).

The amount of polygons on-screen is impressive enough but add to that very high resolution textures plus a stunning cross-misting system and you have a game that looks almost unfeasibly good for the Saturn. Indeed, the closest thing graphically to this is

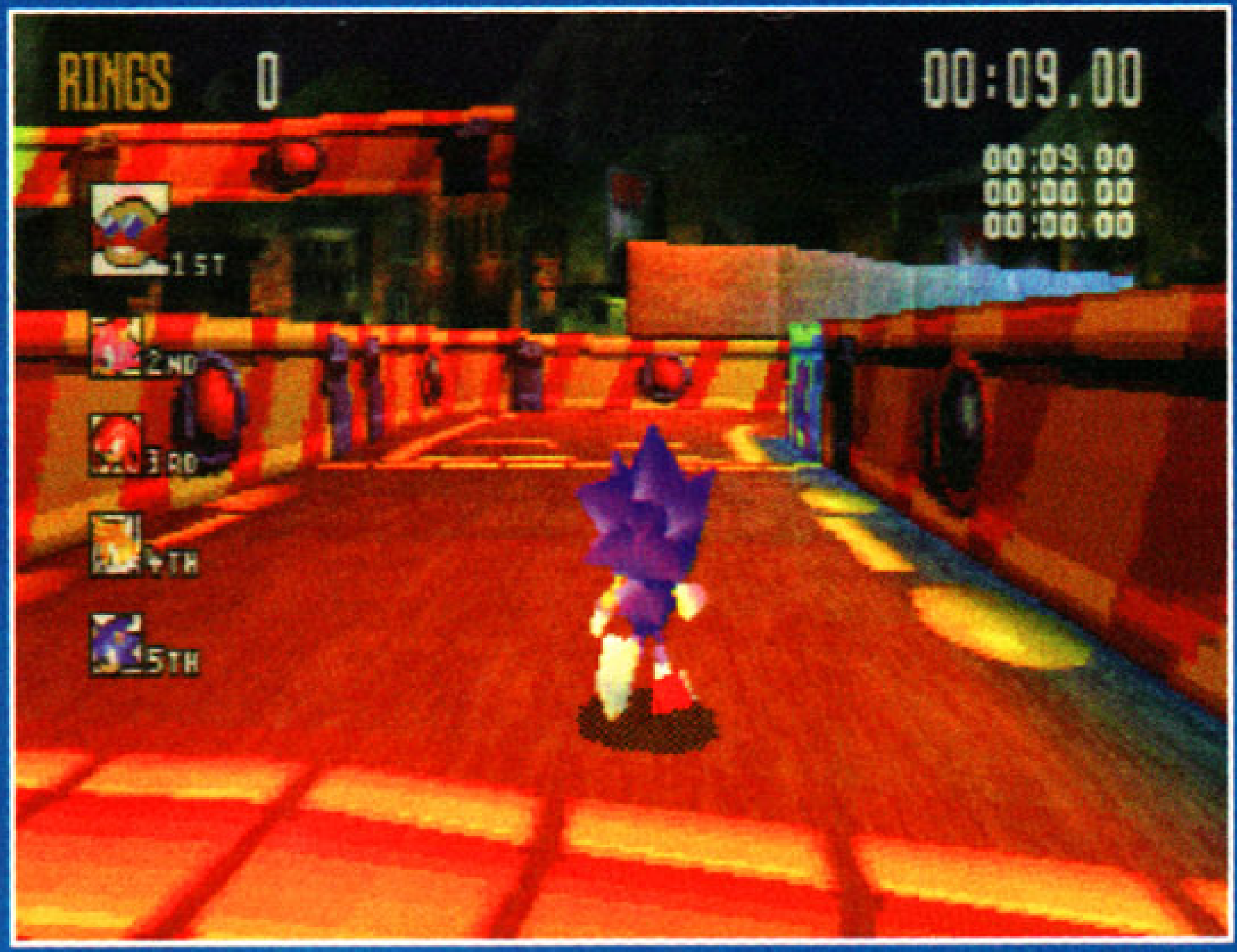


It's a high-speed race here between Sonic the Hedgehog and his girlie squeeze, Amy Rose. Nice car.

>>



The first course has a superior background compared to the last version we saw.



The light sourcing and shading in the latter courses is just something else!







In the version of Sonic R currently in our possession, the eponymous hedgehog remains the only controllable character. But that will soon change.





Dotted around all of the courses are secret paths. Some shorten the course - others lengthen it (but you get bonus rings for the effort). Good eh?





Nintendo's Super Mario Kart 64... and believe it or not, Sonic R has BETTER 3D.

Lump in the awesome reflection effects and transparencies that you took a butcher's at in our first Sonic R report and you have a game that defies belief. A game that more than lives up to the "senses shattering" moniker we gave it on the cover of issue #22.

But there's more - oh so much more!

TWO NEW COURSES

The main thrust of this feature is that work has progressed very well thank you in the weeks that have passed since our initial Sonic R report. The project is coming together nicely with Travellers Tales having incorporated two more tracks since our first look at the game plus... a two-player mode! The Sonic Team have now taken more of an interest in the game, having dispatched members of their crack development unit to Sega Europe's offices to help out with the design of the game.

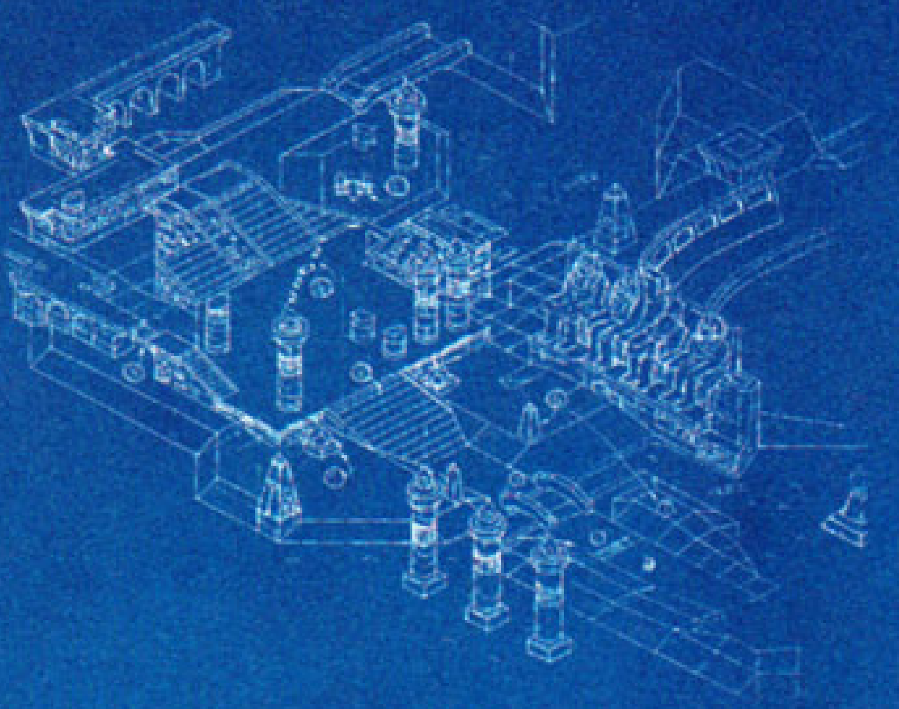
The results of their labours speak for themselves: the two new tracks look absolutely brilliant, pushing the Travellers Tales engine to even greater levels of graphical splendour.

This is an engine that can seemingly do anything. Forget the terrain-based Mario Kart 64 style track we revealed in our first report - one of the new courses features an entire cityscape with a circuit made up of ramps flowing around the entire area. As you run around you can look up and see just how intricate this track is - you can even see other ramps and tracks mist in from the distance. Awesome stuff. The effect is mind-boggling. The closest I can think of are the courses in the old AM title, Power Drift. The difference is that everything in Sonic R is of a superb 3D quality, not just sprites as in the old Sega classic. That's the power of the Saturn for you!





Here you can see exclusive sketches from...



... The Sonic Team themselves. Not bad eh?

Probably the best example of Sonic R's brilliant fading system. Pop-up? None!







The best 3D in a racing game to date? Why certainly! Sonic R looks ace!





The new tracks push Sonic R's 3D engine to new levels of excellence.





Sonic R just gets better and better! Travellers Takes have taken Saturn 3D to the next level - a leap of quality not seen since Sega Rally!

TWO PLAYERS ARE GO!

So... you think the one-player mode of Sonic R is cool eh? Well, you're right. But when you see the splendour of the two-player mode you're in for an absolutely stunning treat. Somehow, Travellers Tales have managed to keep the frame rate identical to the one-player game and have also achieved what we would have thought is totally impossible: the same level of detail on the split-screen mode as seen in the one-player game!

Just about the only difference we could make out was that objects "mist in" closer than they do on the one-player mode, but the change is negligible. On split-screen titles throughout videogames history there has always been some noticeable level of compromise that lessens your enjoyment of the game. Sonic R appears to be the exception to the rule: a great testament to Travellers Tales' programming expertise.

Now it just remains to be seen how the gameplay pans out in this area. Will there be Mario Kart style objects specifically designed to take out a human opponent? Well, each of the characters has their own range of special moves based on their previous activities in the old Sonic games so there's definitely going to be something of that regard in the final game. Speed-ups and other extras have already been programmed in.



THE SONIC TEAM DESIGN POSSE

With Sonic Team busy on brilliant software such as Sonic Jam and the for coming Burning Ranger, they didn't have time to program Sonic R, as they did on all previous Sonic Team designs. However, the hasn't stopped the elite developers doing every else in their power to make Sonic R a revolutionary racing game. Team members are in England NOW lending their design talents to Travellers Tales and SEGA SATURN MAGAZINE has exclusive pencil sketches of some of their work. Check it out, and compare it to the final Saturn renditions of the same courses!

OPTION-O-RAMA

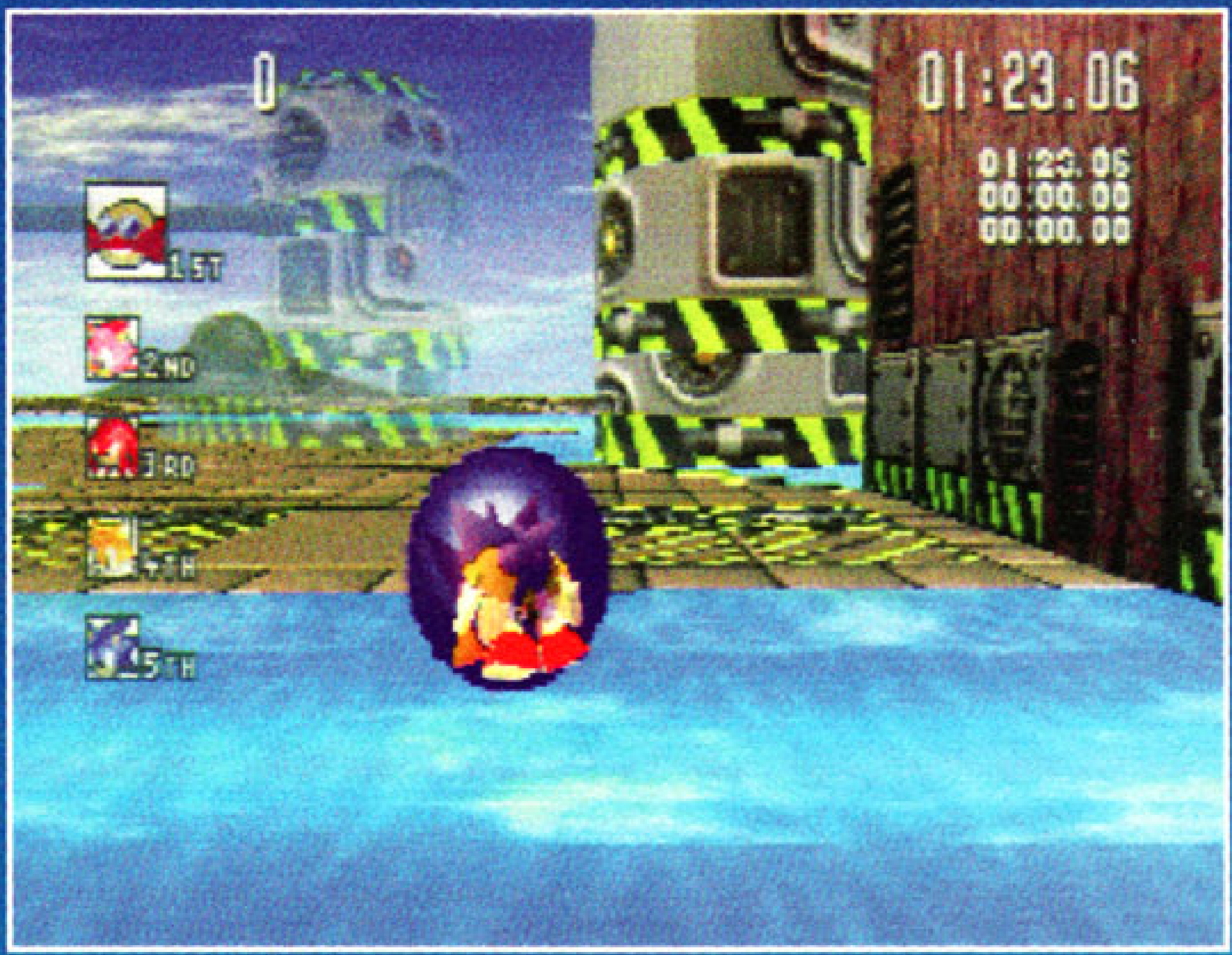
At the moment, there are three main modes for tackling Sonic R - Grand Prix (race through each level consecutively), Time Attack (get the best time on whatever track you want) and finally Versus - the showpiece two-player section of the game. This latter part is still being programmed as we speak, but Tag and Relay modes are already being planned. Additionally, despite there being five enormous tracks, the option for reverse and mirror modes is also being considered to boost lastability still further. Good eh?

Well I think that there are going to plenty more Sonic R based surprises becoming evident over the next couple of months.





On the city course you can see the way the track winds itself around the urban landscape. The effect as it all mists in is exceptional.



Some cool reflection effects are seen in every level of the game revealed to date.



This here's an enormous great ramp that sends Sonic flying through the air.



The lighting effects - even in this early version of Sonic R - are pretty damn special throughout the entire game.



Three of the five courses are now nigh-on complete and Sonic R is shaping up to be an awesome videogame of much importance! Feel the power!





Sonic R is jam packed with special effects – unbelievably, none of this cool stuff is lost in the split-screen two-player mode! Go for it!



CHARACTER STUDY

Five characters are slated for inclusion in Sonic R... and that's just the initial list of playable racers. Many more hidden characters are found in the game. But still, the initial line-up is like this...

SONIC The fastest character in the game, as you would expect. He's not so hot in the grip department, but his trademark spin attacks remain in full effect.

TAILS The two-tailed fox is a tad slow overall, but otherwise he's above average in all other regards. He can fly too, which is always pretty helpful.

KNUCKLES He won't be winning any awards in any single category, being pretty average overall. However, his grip's good and he can climb and glide.

AMY Sonic's girlfriend is the character of choice for the beginner. Racing about in her car (with power drift a la Sega Rally!), she's very controllable but not too fast.

ROBOTNIK He flies around in his patented hovercar which is great at taking corners. Additionally he can hover over water and tackle hills with ease.

KEEP YOUR EYES PEELED

When I first saw Sonic R, I knew that this was going to be a major contender for Sega Saturn Game of the Year. Now I've seen a later version of the game I'm even more convinced that this game is going to be absurdly good. Considering the astounding technical innovation we've seen in videogames lately, it really takes something SPECIAL to make us world weary journos even look up from our keyboards. Sonic R is such a game: a title that defies the technical limits of the Saturn and performs tricks more suited to the Nintendo 64! With the design genius of the Sonic Team added to Travellers Tales' already voluminous expertise there is absolutely no doubt that Sonic R is going to a huge success.



Sonic leaps over water whilst Tails takes on one of the loop-the-loops.



See? All of the reflections and misting in effects are still in the two-player mode!

TRAVELLERS TALES: SONIC R PROGRAMMER SPEAKS!

A programming team with a huge reputation for quality games, Travellers Tales really came in to their own with the release of Sonic 3D Blast and Toy Story on the Megadrive. Now they've moved over to the 32-bit and the results are ASTOUNDING. Here master programmers JON BURTON speaks candidly to SEGA SATURN MAGAZINE about the game that is... Sonic R!



SSM Firstly, can you tell us your position in relation to Sonic R?
JB I designed and programmed the 3D engine, special effects and game logic.

SSM Can you tell us a little of the history of Travellers Tales?
JB Travellers Tales was set up about seven years ago and we have always tried to produce technically good games. Our first game, Leander, was published by Psygnosis on the Amiga.

SSM More specifically, what projects have you been involved with?
JB I designed and programmed Puggsy, Mickey Mania, Toy Story, and Sonic 3D, all on the Sega Megadrive, as well as Leander on the Amiga.

SSM How many people are currently working on Sonic R?
JB There are three programmers and three artists working on Sonic R. (That's the Travellers Tales staff, there also Sega staff involved).

SSM The version of the game shown at E3 was very early indeed. When did the team begin the project and what specifically was missing from the first track demo?
JB We started in February '97. The first track demo had no AI for the opponents and limited animation and special effects.

SSM How much input are Travellers Tales receiving from the Sonic Team?
JB Sonic Team send us course layouts and game design/flow documents.

SSM What is it like working with this legendary team?
JB The game design documents are very good with some great design features. They know what makes a playable game, making our job very much easier.

SSM At what stage was it decided that Sonic R would be a racing game?
JB We had just started programming a racing engine on the Saturn at the time we were approached by Sega to produce the next Sonic game. It made sense to use the engine we were writing. (Coincidentally, Sonic Team did specifically ask for a racing game).

SSM Were the team influenced at all by the success of Mario Kart 64?
JB I was disappointed by Mario Kart 64. There are probably loads of hidden features and tracks, but I couldn't find any. Considering the power of the N64, I felt the game was graphically weak.

SSM At what point was it decided to allow players more freedom than is offered by other racing games?
JB The Sonic Team wanted to expand the race game into a cross between a



race game and a platform adventure game. We developed the 3D engine to allow the players to roam freely and ended up with an engine that would happily support a platform game such as Mario 64, if needed.

SSM There's a lot of freedom in the courses compared to other racing games - why is this important to Sonic R? Is there actually any chance of the player getting lost?
JB Sonic is traditionally a platform adventure so we needed to include exploration and secret areas to keep the Sonic tradition, even though it's a racing game. There will be an on-screen map to help players find their way around.

SSM Are the planned five circuits modelled on levels from previous Sonic games, or are the courses entirely original?
JB The courses are entirely original, although the art direction is loosely based on the Green Hill, Casino Night, Chemical Factory, etcetera zones.

SSM Aside from Sonic himself, what other characters are slated to make an appearance in Sonic R? What are the differences between them aside from appearance?
JB Tails, Knuckles, Amy and Robotnik appear as well as many hidden characters. Knuckles can glide, Tails can fly, Amy drives a car etcetera.

SSM Secret routes and stages are a main feature of previous Sonic games. Are the team planning to incorporate such features into Sonic R?
JB Yes. Each course has a large number of different ways to complete a lap. There are many short cuts, hidden routes and characters and, of course, chaos emeralds to find.

SSM Are the team confident of being able to sustain the 30 frames per second frame rate?
JB Yep.

SSM What sort of gameplay variations are the team planning to incorporate into the finished Sonic R, specifically multi-player options?
JB There will be a two-player mode (including Race and Battle modes hopefully) as well as Time Trial, Tag and possibly Relay modes.

SSM What style of music are the team planning to add to the racing action?
JB Sonic team want the usual Sonic style music and I think they also want singing on all the in-game music.

SSM The character of Sonic the Hedgehog is a worldwide phenomenon. Does this put any undue pressure on the team?
JB Not really. We've done a Sonic game before and Sega approaches us to do the Sonic projects so they must feel we can deliver the games.

SSM The game engine is clearly excellent. Are the team planning to put this to any further use? Another Saturn game perhaps?
JB We write each game from scratch and will usually only use the best ideas and techniques from our previous games rather than use the same code or engine.

SSM What special effects and techniques are you most proud of in the Sonic R engine and why?
JB The cross fading "misting" effect, the reflective water, and the compression technique used to calculate visible polygons.

SSM You appear to have an almost Nintendo 64 style of "misting in" scenery as opposed to the usual pop-up. How was this achieved?
JB Pixie Dust.

SSM Okay... Is this engine 100% Travellers Tales' work or did you receive technical assistance from Sega or the Sonic Team?
JB Everything we program is 100% original code. We are hopelessly arrogant and always think we can do it better than everyone else.

SSM Travellers Tales are working on both PlayStation and Saturn - what are the key advantages and disadvantages between the two systems?
JB The PlayStation is easy to get started on but you quickly reach the limits of the polygon performance and there are few tricks you can do to improve the graphical look of the game. The Saturn is more complicated to get to grips with but it has Playfield hardware, Slave and DSP processors and nice transparency effects which all improve the speed and look of a game when all used t ogether correctly.



SSM Could Sonic R be replicated perfectly on the Sony PlayStation?
JB The "misting" technique would drop the frame rate to about 10 frames a second or less on the PlayStation, the reflective water would be virtually impossible to achieve, and the Saturn has better gouraud shading giving much smoother lighting.

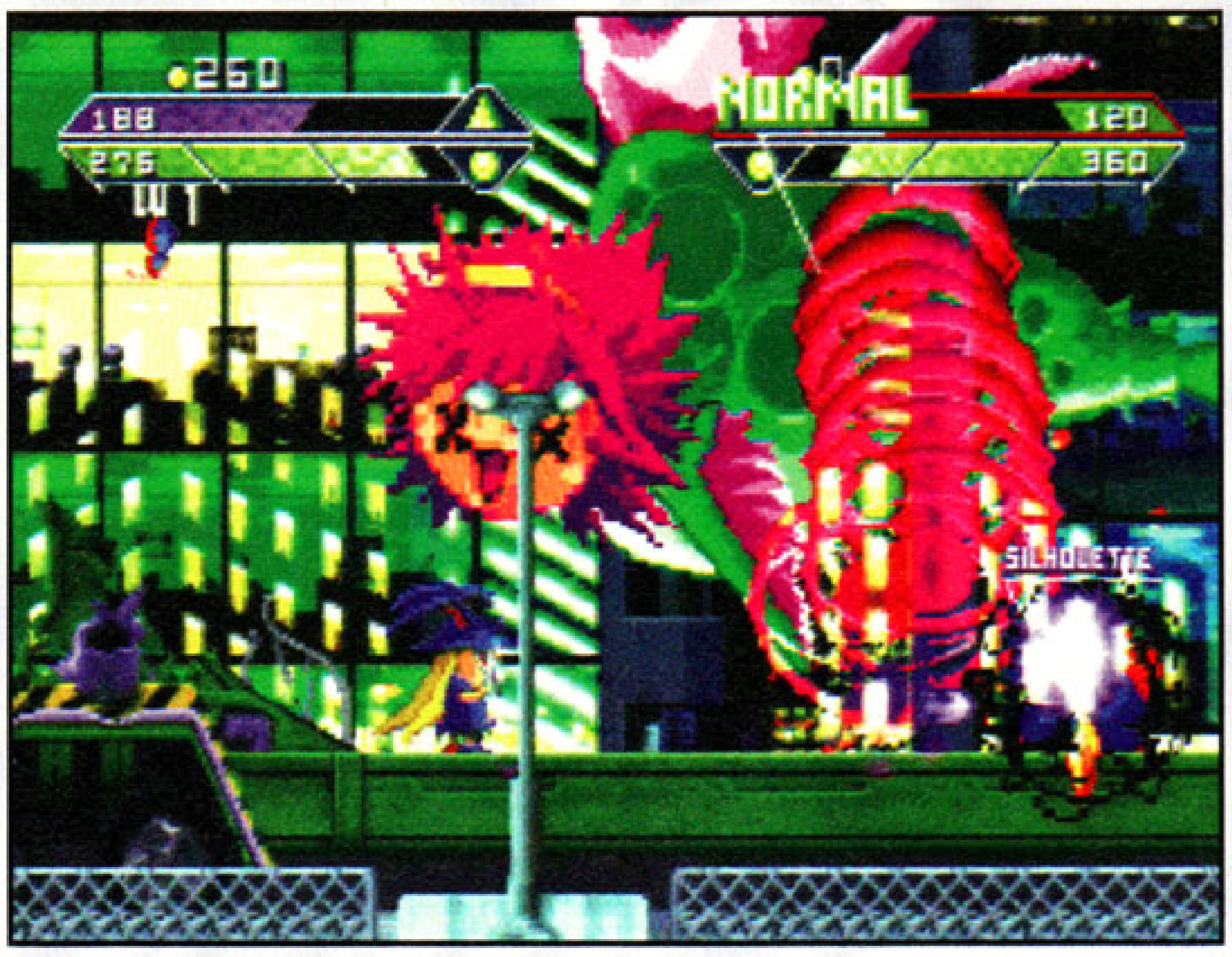
SSM Do you think that the Saturn has been pushed to its limits with Sonic R - after all, there's not really much in 3D that can touch Sonic R...
JB We like to think so but it would be silly to claim that the limit has been reached already. Sega Rally pushed the Saturn on a level and we hope that Sonic R will do the same.

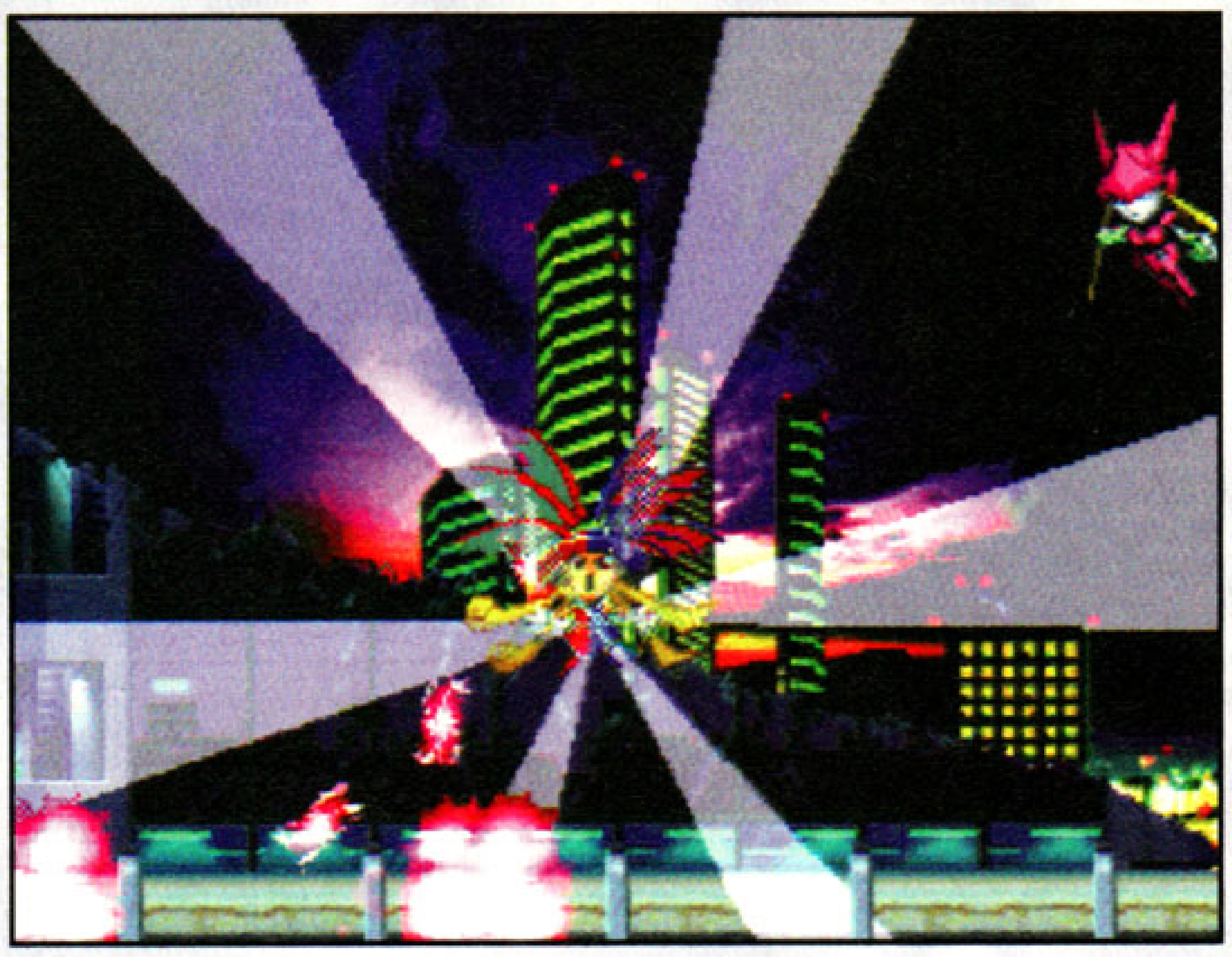


SILHOUETTE MIRAGE

With retro gaming regarded as something of a passing fad, it's interesting to see many developers producing almost 16 bit titles for next generation consoles. If 3D games are the order of the day, why are 2D titles so darn popular? MATT YEO takes a glimpse into the seriously twisted world of Japanese platform kings Treasure and discovers that the ghost of the Megadrive lives on...

When it comes to quality platform games, both Sega and Nintendo have proven their worth with such classic titles as Sonic the Hedgehog and Super Mario Bros. However, there is in fact a third company that deserves recognition for producing innovative platformers that combine wacky visuals, unique characters and rock-solid gameplay. That company is Treasure, responsible for such Megadrive hits as Gunstar Heroes, Light Crusader and Dynamite Heady as well as the thoroughly enjoyable Saturn smash Guardian Heroes. Although Treasure are now shifting their attentions and considerable talents to both the N64 and PlayStation, their Saturn swan song is to be Silhouette Mirage, an action intensive shoot 'em up/platformer that harks back to the company's 16 bit glory days.









Set in a bizarre world of light and darkness, heroic Shina Nera Shina battles to save both dimensions.

LAND OF CONFUSION

Silhouette Mirage is set on the Earth, but not the current, everyday Earth as we know it. Due to the former ecosystem having run wild and eventually out of control, all known life on the planet has been genetically altered. The fundamental molecular properties of all living things was forever warped, resulting in mankind being transformed into a new kind of species with special abilities.

On the "Day of Separation" the transformed humans were divided into two races, depending on the differences in their basic genetic powers. One race was the savage and warlike Silhouette, the other was the arrogant and conceited Mirage. Both groups have an intense hatred for each other and battles between the two factions are often bloody and violent.

The heroine of this story is a woman called Shina who intends to lead everyone back to their former life and put an end to the constant conflicts between Silhouette and Mirage. Shina herself is unique, in that her body is divided into left and right portions each representing the Silhouette and Mirage races respectively. This gives her some incredibly powerful and unique special abilities.



Treasure have created a wacky title that features weird characters, clever play mechanics and completely over-the-top surprises.

However, Shina's quest soon comes to the attentions of the mysterious leaders controlling each race and both villainous rulers begin scheming as to how they may prevent her from accomplishing it...





Treasure's attention to detail is second-to-none. Even the game's intro is a slick piece of eye candy.

SHE CAN DO MAGIC!

First impressions of Silhouette Mirage are a little tricky to describe. At first glance the game would appear to be a standard platformer with such familiar genre traits as shooting enemies to collect power-ups and huge end-of-level bosses. However, multiple replays soon reveal that Treasure would seem to have retained their ability to create wacky titles as Silhouette Mirage features a number of truly weird characters, clever play mechanics and completely over-the-top surprises.

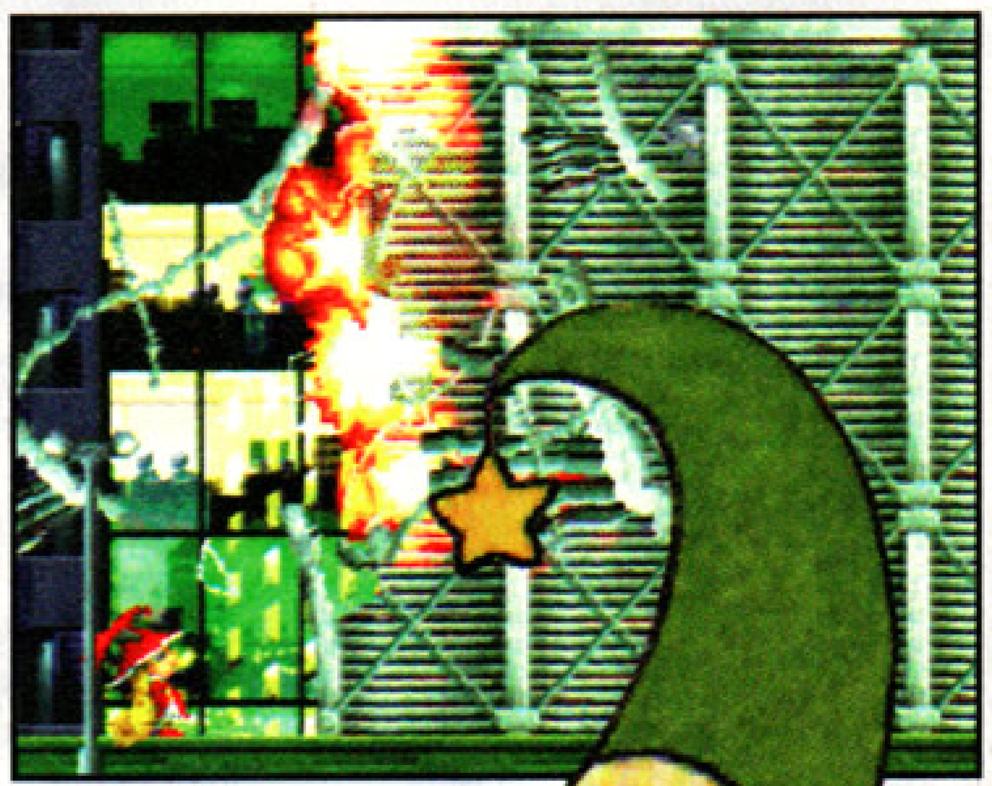
For starters, Shina herself is capable of performing a number of standard and special moves which enable her to swiftly move through each level and defeat its many denizens. These

>>



As Shina has both Silhouette and Mirage powers, defeating her enemies requires our split-personality heroine to be facing in the correct direction.

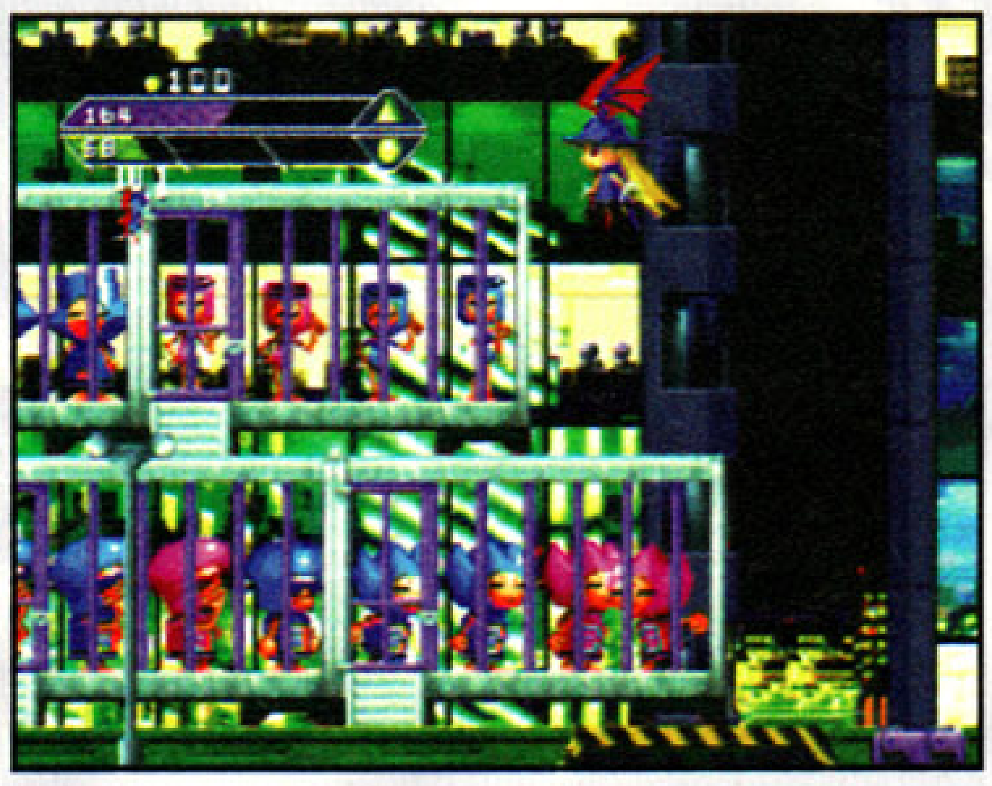








Wake the neighbours and you'll get a fridge in the head!



These bullet-headed bad guys are just itching to be free.

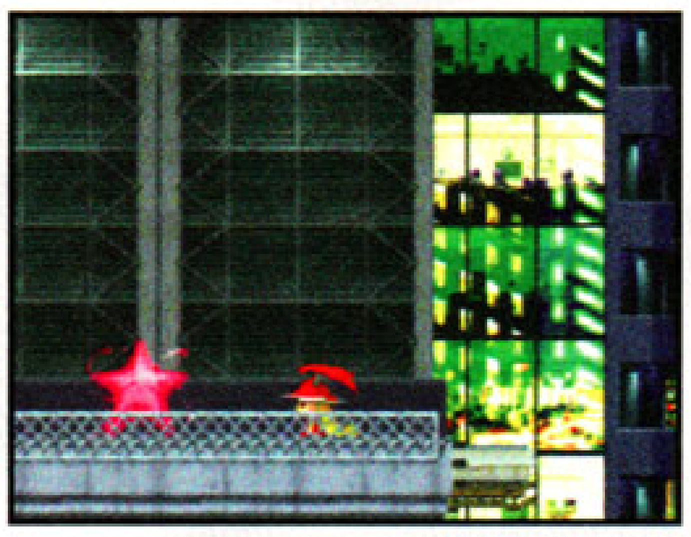


Just when you think you've seen everything, Treasure throw you for a loop with yet another bizarre character out to stop Shina



Although tough to defeat, the handgun boss is a real hoot with bad guys dressed as bullets being shot from the monstrous weapon.





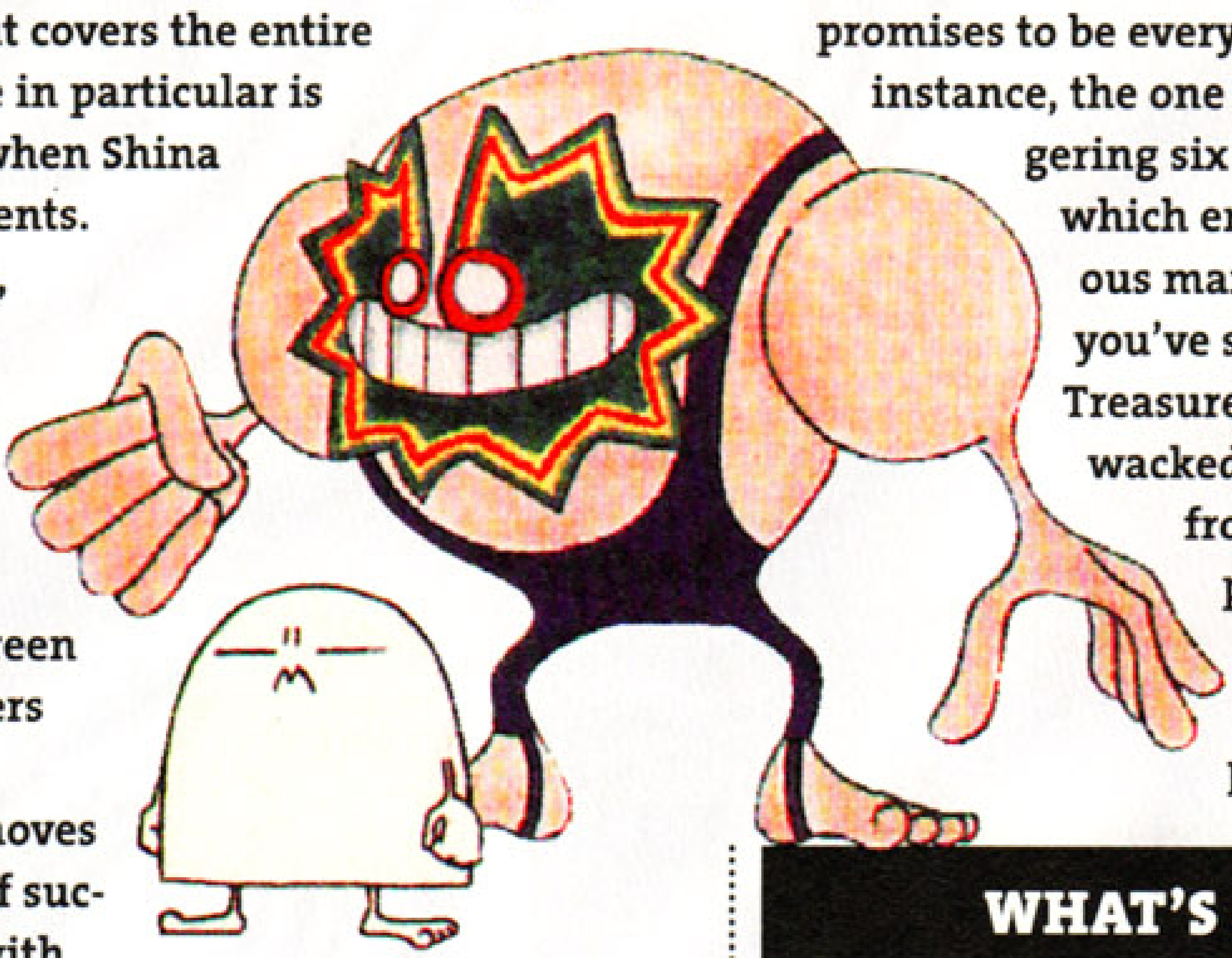
From gigantic, screen-hogging bosses to magical devices, SM's got the lot.

>> abilities include a magical blast which homes in on enemies from a distance, a grab attack followed by either a swift punch or throw, and a dash attack that covers the entire length of the screen. This move in particular is handy for clearing the screen when Shina is assaulted by multiple opponents. Unusually for a platform game, Silhouette Mirage features an extremely useful Training Mode allowing players to test out their newfound powers before leaping into the game proper. Appearing as a split-screen watch-and-learn tutorial, players copy the actions of Shina and attempt to perform the same moves as their duplicate. Pull them off successfully and you're awarded with an encouraging thumbs-up before progressing to the next move. While it's unnecessary for players to even access this option, the Training Mode is an excellent place for less skilled platform gamers to test their skills out.





Shina's quest requires her to unite the warring Silhouette and Mirage factions and return their world to a peaceful existence.



TOUGH AS OLD BOOTS

When it comes to end-of-level guardians, Silhouette Mirage promises to be every bit as outstanding as its predecessors. For instance, the one level demo we've played contains a staggering six mid-level and end-of-level bosses, each of which employs its own attack patterns and hilarious mannerisms. In fact just when you think you've seen everything that the stage has to offer, Treasure throw you for a loop with yet another wacked out character attempting to stop Shina from completing her mission. Two bosses in particular stand out as being especially unique: a giant truck-mounted hand gun and an enormous flying fish complete with cute schoolgirl head!

HARE TODAY, GONE TOMORROW!

During her trek through the game's many bizarre and varied stages, Shina encounters this friendly rabbit vendor who's on hand to dish out helpful power-ups and to enable our heroine to utilise various special powers. Assuming Shina has enough magical energy (keep on eye on the lower left-hand gauge), she is presented with the option of either upgrading her existing powers or swapping them for an entirely new set of abilities.

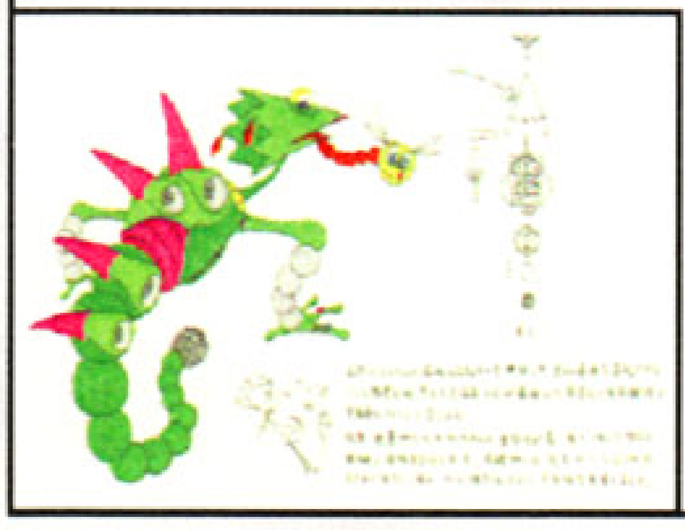


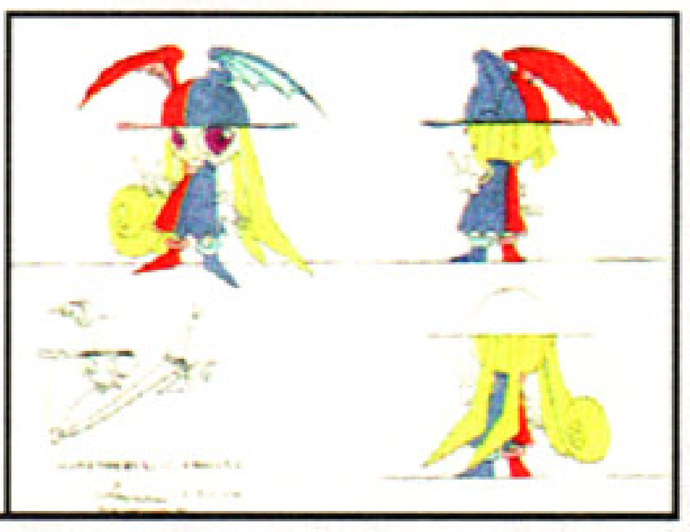


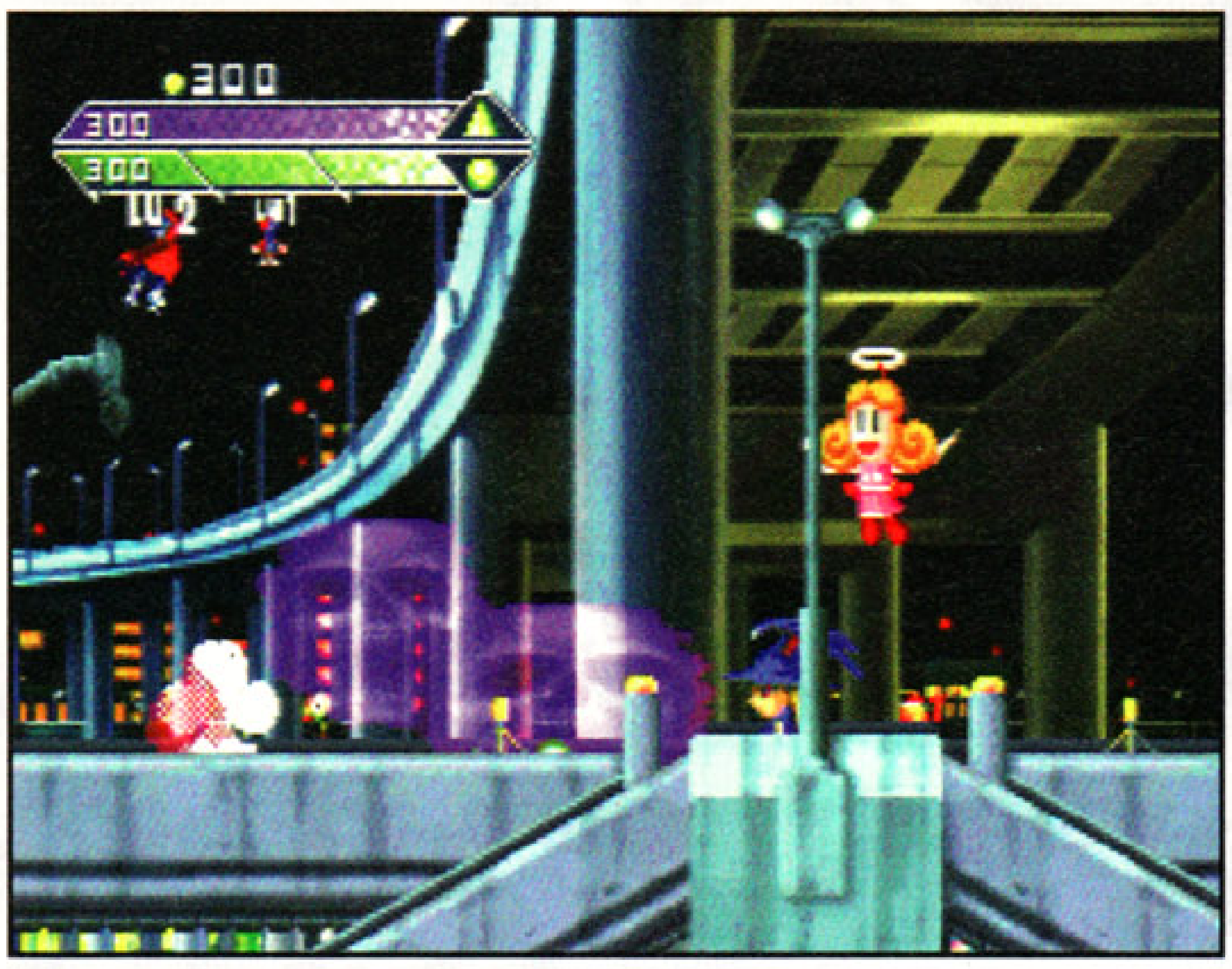


WHAT'S ON THE DISC?

As last month's Grandia coverage so clearly demonstrated, Japanese Saturn owners are currently receiving some of the choicest game demos around. The finished version of Silhouette Mirage is scheduled to hit stores over there in early September, so rest assured SEGA SATURN MAGAZINE will be covering this hot import title as soon as we get our hands on a copy. The Silhouette Mirage demo we received contained a single level of the completed game as well as the training mode and loads of cool production sketches. Knowing Japanese developer's have a habit of including extra graphic files on their discs (the import version of Sonic Jam is packed with some amazing illustrations which can be viewed if you drop the disc into a CD-ROM drive), it's a safe bet that Silhouette Mirage will also boast this smart visual treat.









Left: When fighting the fish-head boss, keep an eye out for its reflection in the building's windows. Another example of Treasure's inventiveness.



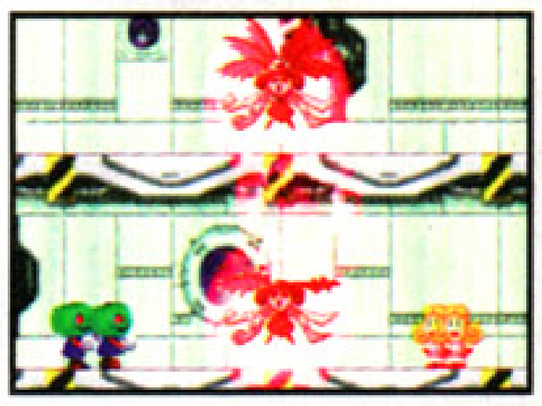


Silhouette Mirage is set to be Treasure's final Saturn game but it's clear that they're certainly going out with a bang!

The gun boss is encountered at the end of the first stage and is being transported on the back of a flat bed truck by the level's minions. As Shina stands ready to face her foe, six creatures decked out in bullet-headed costumes climb a ladder and load themselves into the giant pistol. To defeat this weapon, Shina must cause the gun to misfire and hit its own support struts. While this may sound like a simple task, perfect timing and plenty of energy is required to defeat this boss. Likewise, the fish-faced guardian can only be destroyed in a particular manner but this creature's tentacled attacks, egg-laying assaults and spiny back dash moves often prevent Shina from getting a clear shot. Rest assured, the rest of the game's bosses are even more weird and wonderful with later levels featuring giant sandworms and a floating dragon barge!













The nifty Training Mode lets players get to grips with Shina's special abilities and powers.

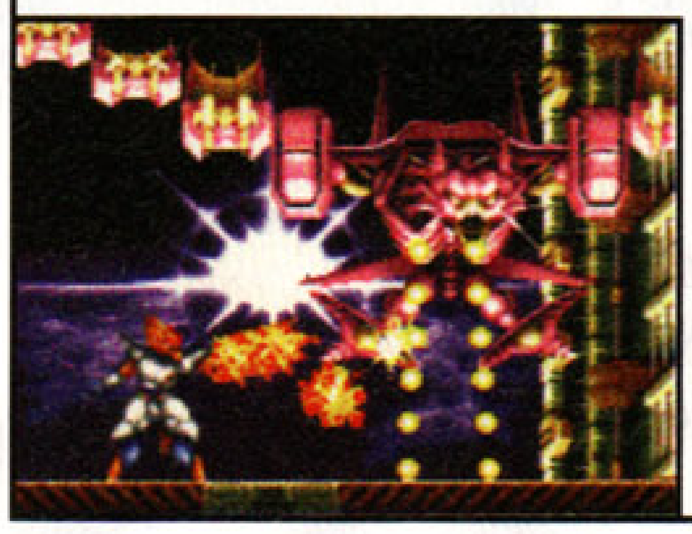


TREASURE CHRONOLOGY

Established in early 1992, the mighty Treasure began their meteoric rise to fame with a series of amazing Megadrive titles that wowed gamers the world over. The sheer adictiveness of such games as Gunstar Heroes, Dynamite Heady and Alien Soldier revealed Treasure's ability to take a sometimes predictable genre and inject it with massive doses of originality and tongue-in-cheek humour. However, not one to rest on their past successes, this innovative company constantly experimented with its proven platform formula pushing the Megadrive's hardware to the limits and even producing 3D effects that many developers dismissed as impossible. When Treasure switched their attentions to the Saturn, Sega's 32 bit machine received the finest action/RPG ever: Guardian Heroes.

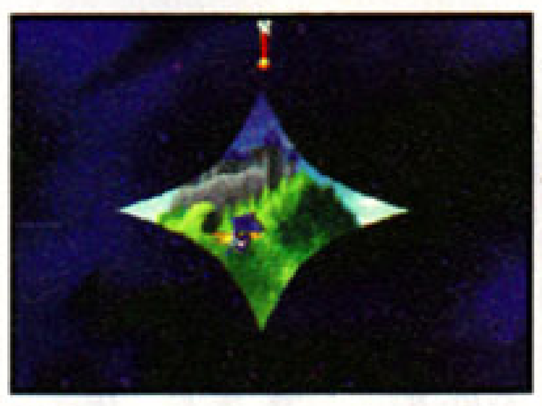
However, while this game was a monster hit, Treasure retreated to its creative hideaway and remained silent until June '97 when they released the Nintendo 64 platformer, Go! Go! Troublemakers The company is also now part of the Game Designers Network, a collaboration of top Japanese software houses who have joined forces to produce quality games and distribute titles for smaller companies. Silhouette Mirage is set to be Treasure's final Saturn game but it's clear that they're certainly going out with a bang!

Gunstar Heroes - Megadrive	September '93
McDonald's Treasureland Adventure - Megadrive	September '93
Dynamite Heady - Megadrive	August '94
6 Player beat 'em up - Megadrive (Only released in Japan)	August '94
Alien Soldier - Megadrive	February '95
Light Crusader - Megadrive	May '95
Guardian Heroes - Saturn	January '96
Go! Go! Troublemakers - Nintendo 64	June '97
Silhouette Mirage - Saturn	September '97









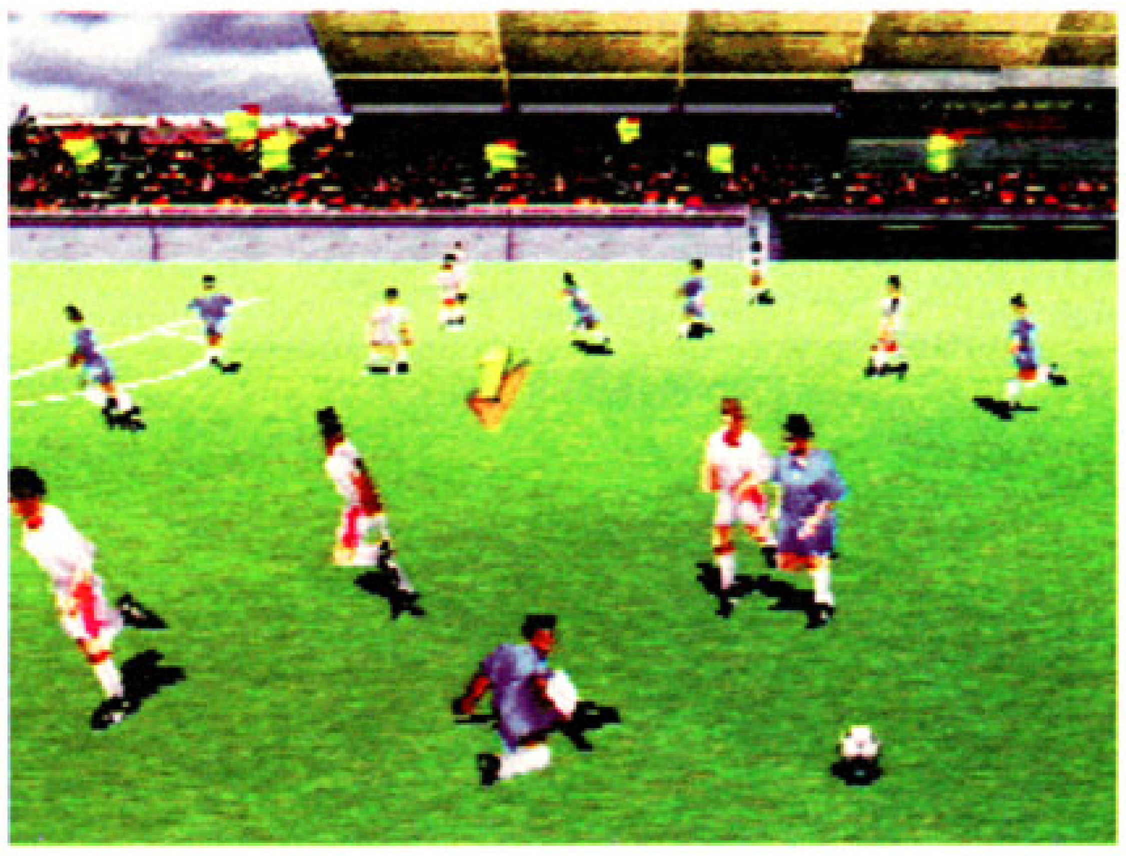
A dimensional portal opens to take Shina to the next level.

PREVIEW

WORLDWIDE SOCCER '98

Coinciding with the kick off the new football season, Sega are about to roll out their update of one of the greatest console footy games of all time. Enter the incredible Worldwide Soccer '98.

BY	SEGA
PRICE	£TBA
STYLE	FOOTBALL SIM
RELEASE	OCTOBER







Choose between the Spanish, French and English club sides.







All-new options screens have been designed for the sequel.

When Worldwide Soccer arrived on the Saturn scene late last year, it raised a swift index finger to the established FIFA and Actua Soccer brands, out-quaffing them in every conceivable way. Taking advantage of the Saturn's awesome processing power (unlike the aforementioned PlayStation ports), SWWS '97 boasted a super-smooth frame rate, fast football action, ultra-realistic player animation, a superb range of moves and various statistics for players to peruse. As such, SWWS '97 is widely regarded as one of the best football titles of all time. Yet the descending voices were quick to seize upon its shortcomings, notably the at times stupid goalkeeper artificial intelligence, lack of Premiership teams and player listings and the occasional repetitiveness of the commentary. Not so for the sequel, as Sega Worldwide Soccer '98 arrives with the promise of rectifying the problems of the original, whilst enhancing the superlative gameplay which made SWWS '97 such an incredible game.

As with most sports' updates, SWWS '98 uses the same engine as the prequel, albeit with several tweaks and refinements to improve over the visual splendour of the original. Two new stadiums for example, have been added to last year's roster bringing the total up to five, whilst new pitch patterns have been included to add further to the variety. But the meat and bones of the game comes in the form of the all-new gameplay enhancements Sega have included, ensuring that SWWS '98 is the only football sim Saturn owners need in their collection.

Addressing the main criticism levelled at last







As updates go, SWWS '98 is amongst the best we've seen.

Sega Worldwide Soccer arrives with the promise of rectifying the problems of the original, whilst enhancing the already superlative gameplay.



Sega are going to great lengths to ensure each of the team's kit are accurately replicated.



"Oh, I think that one's bobbled a bit..." as Football Italia's Gary Bloom would say.









The sequel to last year's hit footy title offers players a large range of gameplay variations, allowing for both international and domestic tournaments to be played.

Sega have been careful to ensure all the players are represented correctly in terms of hair and skin colour, meaning no more albino Les Ferdinands.





The staple variable weather conditions make it into SWWS '98

year's hit, the English, French and Spanish club sides are now present in the update, each boasting around 20 teams in addition to the 48 international teams (based on current rankings) featured in the earlier '97 edition. However, for legal reasons only the English club sides use the real team and player names, but the name edit feature allows players to change the names accordingly for the French and Spanish sides. This gives SWWS '98 an added air of authenticity which was absent from the original, something which has been enjoyed by the likes of FIFA and Actua Soccer for some time. Unlike the aforementioned titles however, Sega have been very careful to ensure that all the players are represented correctly in terms of hair and skin colour, which means no more jet black hair for Peter Schmichael or albino Les Ferdinands.



Further redressing the problems of the prequel, SWWS '98 boasts an enhanced artificial intelligence system for the computer controlled teams. In the '97 edition, the goalkeepers in particular appeared devoid of any intelligence whatsoever, with players guaranteed a goal in a one-on-one situation, something that Sega are keen to sort out for the highly-anticipated sequel. In addition, each of the players benefit from the inclusion of several new moves to their extensive repertoire, though only the ability to perform jump tackles is present in the preview version of the game we've recently sampled.

The vocal services of Football Italia's Gary Bloom have been re-enlisted for the sequel to tackle the repetitive commentary problems of the original. In total, about three times as much commentary has been recorded for SWWS '98, including special guest comments from the legendary Jack Charlton. In addition, Sega have recorded some new European-style tunes for this year's update, composed by Sega's very own Richard Jaques, the musical maestro behind some of the more audible tracks in last year's Daytona CCE.

Worldwide Soccer '98 looks set to become the definitive football game, with slick graphics matching the virtually flawless gameplay. With the game currently languishing in a 90% complete form, we expect a complete version to adorn our office just in time for a review in the very next issue of SEGA SATURN MAGAZINE. Be sure not to miss it.



For the first time ever, Saturn owners can look forward to a football sim that not only plays well, but has all the official Premiership nonsense to boot. We can hardly wait!

IT'S OFFICIAL: SWWS '98 RULES!

Despite repeated pleas from the SSM team to save your pennies, we know for a fact that loads of you went out and bought the recent FIFA effort. Despite being a lame addition to the series which appears to have run its course, FIFA '97 shot straight to number one in the Saturn charts, no doubt as a result of all that official nonsense. Well at last anal football fanatics can look forward to a footy sim that not only exhibits up to date Premiership team and player listings, but also plays like a dream. Worldwide Soccer '98 looks certain to become the best footy game available on the Saturn, and is likely to remain so as long as third party companies insist on making these multi-format games which fail to take advantage of each console's strengths. Damn them.



QUAKE

The waiting is almost (yes almost) over. Lobotomy's conversion work on Quake is finally nearing some kind of conclusion and that can only mean one thing: one of the greatest games ever will be hitting Saturns SOON!

BY	LOBOTOMY/SEGA
PRICE	£TBA
STYLE	1ST PERSON BLASTER
RELEASE	NOVEMBER

LIGHTING TO DIE FOR

When you look at Exhumed, you think, "wow - the Saturn really could do Quake". And then when you check out the later levels of the PC version you begin to get seconds doubts. Well doubt no longer! These shots, taken from the third and fourth episode show that no matter what amazing lighting id software produced for Quake, Lobotomy can equal it on the Saturn version! These last few levels are the real test of Lobotomy's SlaveDriver engine and it appears that the code is more then up to the task of replicating the classic id game!

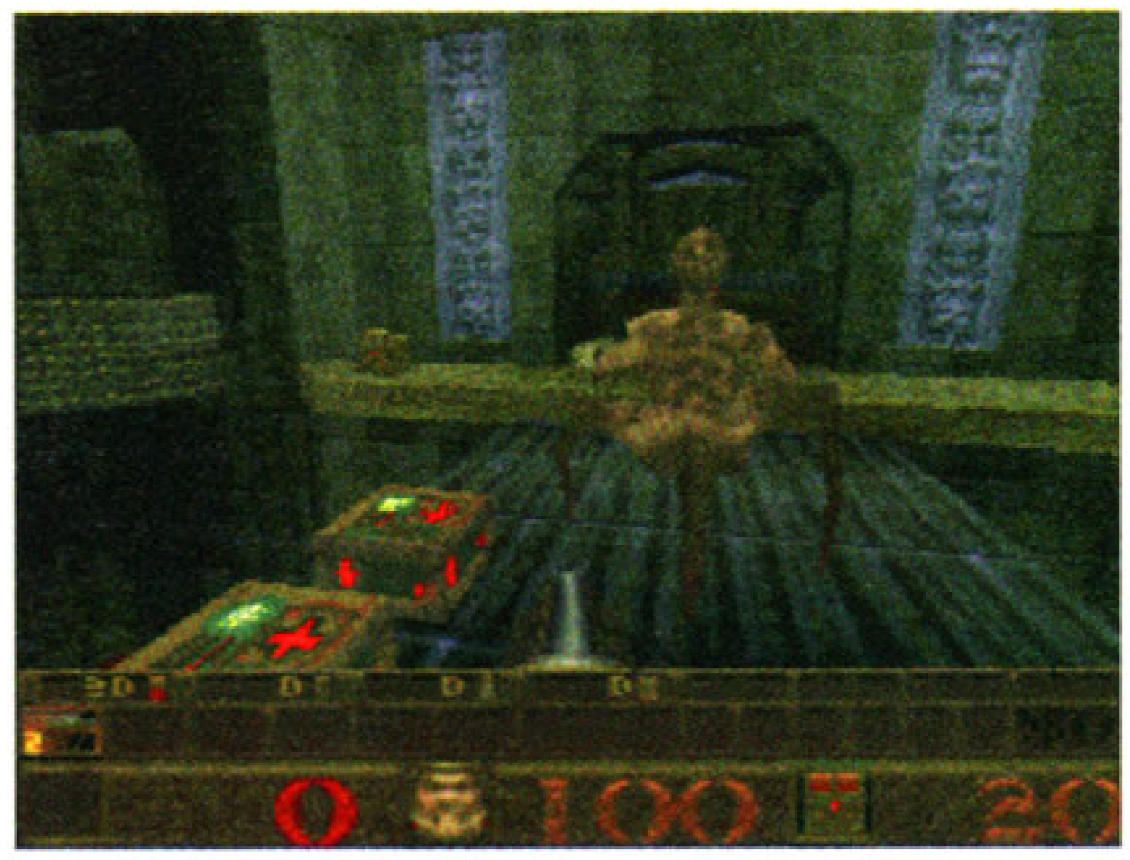








Expect truly spectacular Quake coverage in the next issue!



Here it is: the last SEGA SATURN MAGAZINE update on the senses shattering Quake before the game finally reaches the end of its development cycle. Then we'll show you what this game can really do in our fantastic Showcase coverage! In the meantime we can provide you with the very latest pictures of Lobotomy's awe-inspiring conversion.

When we last looked at Saturn Quake, the game had half of its levels ported over lock, stock and barrel and Lobotomy were in the process of refining the monsters and converting across the remaining stages. That might not sound like a lot of work but the fact is that the last two episodes of Quake levels are the most polygon intensive of the lot. For Lobotomy to include all of the detail, plus the additional monsters, was going to be a tall order.



Happily, SEGA SATURN MAGAZINE can report that the design and coding masters over at the Seattle-based software developer have more than produced the goods... It's uncanny to think that the humble Saturn is producing graphics of this quality. Take a look at the screenshots on these pages. Most of them are of the new levels, complete with monsters. For the most part, Lobotomy have lived up to their promise of smooth gameplay with little or no slowdown. There are instances where things get a bit choppy, but the company have no illusions that such moments will be all but eliminated from the final code thanks to some clever optimisation of the levels and the main code. In fact, now that Duke Nukem 3D is complete, all of Lobotomy's not inconsiderable resources can be brought to bear on making Quake the absolutely amazing videogame that it should be.



Monsters... lighting... you name it, Quake on the Saturn has it! And it's really cool!



The weaponry in Quake produces some great lighting effects not seen in the PC original!



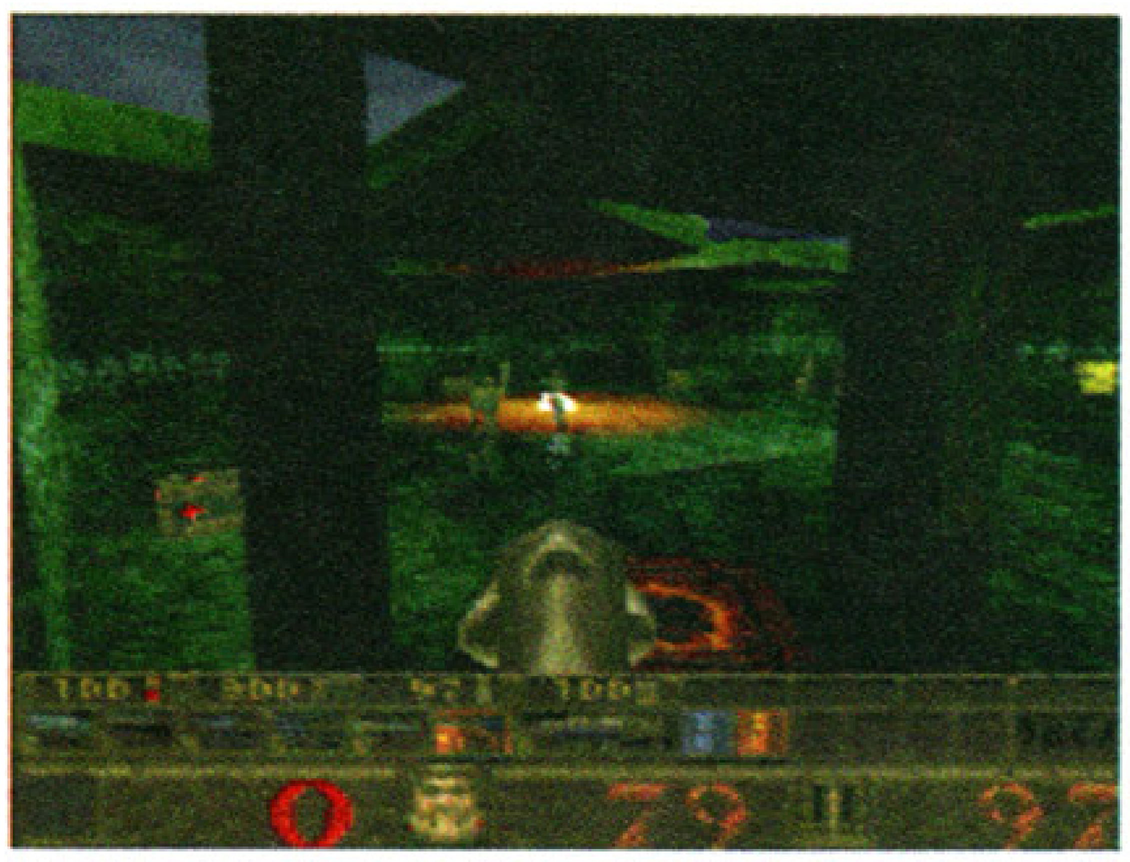
A soldier and enforcer join forces to blast the hell out of the player. Kill them all!







What you might call an AWESOME monster shot! Oh yes.



The rocket launcher is a great long range weaponry.



The green water is just a bit on the toxic side...

MONSTERS IN MY TROUSERS

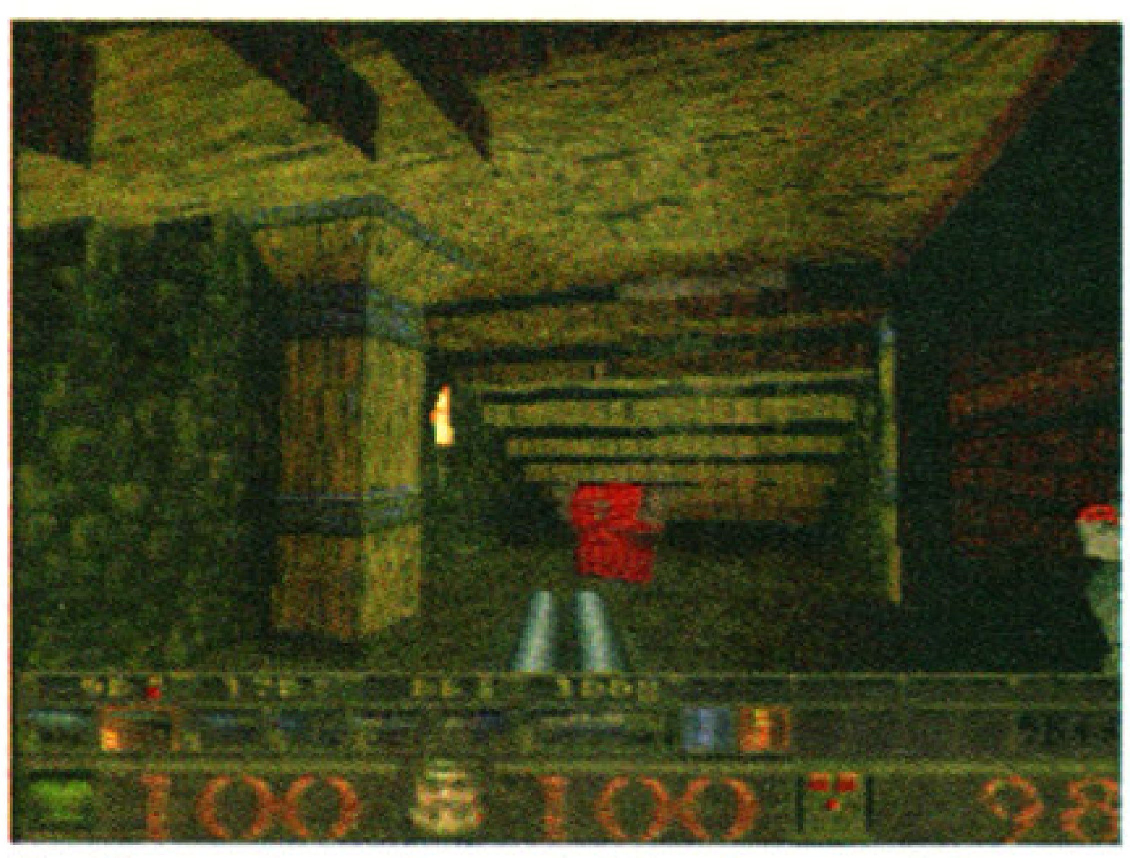
As you can see, Lobotomy's work in porting over the polygonal monsters from the PC version of Quake is proceeding apace. Just to prove the point, here are monster-packed screenshots of the later levels for you to salivate over. In the PC version of the game, if you hit them with sufficient firepower, they blew up into component chunks of flesh! Work is already afoot at Lobotomy to bring this blood-soaked effect to the Saturn version.





Quake continues to amaze all who see it - the graphics are awesome! Now Lobotomy are in the final processes of porting the id classic!

If you're looking at the pictures and wondering "well it looks finished to me", we can't blame you. All of the weaponry is present, the levels are all nigh-on complete (and the detail seen in the later stages WILL blow you away!) and excellent progress is being made on the monsters. Just about all of the models have been completed and "dummy" monsters have been positioned on all of the maps. The enemy intelligence has only been finalised for one or two of the creatures, meaning that the majority don't attack you and just cycle through their animation frames at the moment.



Even the secret areas have made it into the conversion!

But that's all by the by. The fact is that a huge amount has been achieved in the scant weeks since SEGA SATURN MAGAZINE last took a look at the Quake code. And apparently even more surprises are due for inclusion before the project is finally complete. Some plans have been revealed to us at this time and although we have been sworn to secrecy, it's excellent news all-round! We'll be able to reveal a lot lot more in the very next issue of SEGA SATURN MAGAZINE!

We can confirm some good news though. Just about the only niggling aspect of Lobotomy's previous game, Exhumed, was a lack of PAL optimisation, meaning that the game had a letterboxed display. Sega Europe have worked closely with Lobotomy this time and this has resulted in a full-screen display for both Duke Nukem 3D and Quake! There is very little in terms of speed compromise as well, so it look as though once again Lobotomy have done us proud.

So is there anything that could potentially upset the seemingly unstoppable juggernaut that is Quake? Well, we're still not keen on the controls as they stand, so let's hope that the "Customise Controls" option in the current version of the game will actually appear working in the final code... We'll have all of the answers in the next issue!


golden
joystick
awards
1997
the designers republic
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THE GOLDEN JOYSTICK AWARDS 1996/1997

SPONSORED BY HMV AND IN ASSOCIATION WITH SONY PLAYSTATION AND NINTENDO 64

The Golden Joysticks: your chance to reward the greatest games, developers and software houses around! This is your opportunity to give a well-earned pat on the back to the best games-makers in the business!

BEST-LOOKING GAME

What game make you sit down and go "Wow! This just can't be the Saturn!"? Which games have ushered in a new era of graphical excellence?
Nominations: Exhumed, Fighters MegaMix, Tomb Raider, Street Fighter Alpha 2, Virtua Cop 2, Sega WorldWide Soccer '97, Soviet Strike

BEST SOUND

They told you to turn the volume down but you couldn't hear them! Sound, be it music or effects, is vitally important to establishing atmosphere and excitement in videogames.
Nominations: Exhumed, NiGHTS, Christmas NiGHTS, Street Fighter Alpha 2, Sonic 3D Blast

FAVOURITE GAMES CHARACTER

Who's your Saturn Star Performer? Games characters are just as important as gameplay and graphics these days as the likes of Sonic, Lara Croft and Candy prove!
Nominations: Sonic the Hedgehog, NiGHTS, Akira Yuki, Sarah Bryant, Candy, Lara Croft

SEGA SATURN MAGAZINE BEST SATURN GAME

Which game has given you most excitement and most satisfaction? Which game has redefined your expectations of what the Saturn is capable of? Simply, which game is the best?
Nominations: Exhumed, Shining the Holy Ark, Street Fighter Alpha 2, Fighters MegaMix, Tomb Raider, Manx TT SuperBike, Soviet Strike, Saturn Bomberman.

MOST ORIGINAL GAME

In these times of arcade conversions and licensed tie-ins, originality can be sadly lacking. This is your opportunity to salute the game which has truly taken you by surprise with its original concept and gameplay.
Nominations: NiGHTS, Christmas NiGHTS, Shining the Holy Ark, Tomb Raider, Command and Conquer

BEST REVIEW WRITER

There's nothing's more important than the opinion of an experienced reviewer when it comes to buying your next game. So whose style and opinion do you respect the most?

HOTTEST SCOOP

SEGA SATURN MAGAZINE prides itself on giving its readers the very hottest exclusives... and we've certainly had plenty in the last year (Quake, Duke Nukem, Marvel Super Heroes ad infinitum), so the question is: which particular scoop has excited you the most? Make your choice now!

BEST-LOOKING PAGES

We think you'd agree that great design, use of screenshots and artwork really makes a feature come alive. This category is meant to reward the unsung heroes of SEGA SATURN MAGAZINE: its designers!

BEST AD

Advertising is an important aspect of all magazines. What we want to know is which advert, above any other, actually excited you enough to want to go out and buy the game involved?

BEST DEVELOPMENT TEAM

Without development teams, there would be no software. This is your opportunity to reward the people behind your favourite games.
Nominations: Lobotomy Software, AM1, AM2, AM3, Sonic Team, Core Design, Capcom, Travellers Tales, NMS Software

BEST SOFTWARE HOUSE

Is there any software publisher (that being the company with their name on the box) whose name is a byword for quality software? Who do YOU think has produced the best overall line-up of games?
Nominations: Sega, Capcom, Core Design, Gremlin Interactive, Codemasters, Electronic Arts

As our main sponsors for this event, HMV have donated a vast array of glittering prizes to be given away to one lucky SEGA SATURN MAGAZINE reader! We're talking serious gear here - Up for grabs is an AWESOME Surround Sound TV worth over £1000 Plus four runner-up prizes of £100 HMV vouchers to spend on whatever cool stuff you want.

HMV topdogforgames

NINTENDO 64

PlayStation

golden joystick awards 1997

BEST-LOOKING GAME 1 ____________

BEST SOUND 2 ____________

FAVOURITE GAMES CHARACTER 3 ____________

SEGA SATURN MAGAZINE BEST GAME 5 ____________

MOST ORIGINAL GAME 7 ____________

BEST REVIEW WRITER 12 ____________

HOTTEST SCOOP 11 ____________

BEST-LOOKING PAGES 10 ____________

BEST AD 13 ____________

BEST DEVELOPMENT TEAM 14 ____________

BEST SOFTWARE HOUSE 15 ____________

Send all entries to:
GOLDEN JOYSTICKS
SEGA SATURN MAGAZINE
37-39 Millharbour,
Isle of Dogs,
London,
E14 9TZ.

NAME ____________ **AGE** ______ **PHONE NUMBER** ____________

Remember: Closing date for ALL entries is 21 October. You may photocopy this form. One entry per reader only.

FORMULA KARTS

Racing games - you either love them or hate them. Actually, that's not really true, because everybody seems to love them! Which is a good job considering how many are around at the moment... can Formula Karts grab itself a piece of the action?

BY	SEGA
PRICE	TBA
STYLE	RACING
RELEASE	OCTOBER

INSUFFICIENT DATA

At the moment, the two-player mode doesn't work. Sorry, but this is only a preview after all. It's just a shame we can't show you any pictures of the proposed split-screen action just yet, and It would also be interesting to see whether the coders can manage it as well, considering the slightly jerky visuals in the one-player game, but like I said this is only a preview, and hopefully we'll have more details and pics closer to the games planned October release.







Although the graphics look good, these shots don't let you see the slightly jerky update which currently dogs the game.





Formula Karts is the latest platform game to be released by Sega. You play the part of the main star, Hobart the Go-Cart, and control him on his quest to free the eight mythical kingdoms of Formula from the evil Prince Villeneuve. As Hobart drives through the levels, he needs to collect the magic Petroleum Gems which are dotted around the platforms, and these allow him to unleash magic spells based upon the four racing elements - oil, water, smoke and grease. The combat is mostly real-time 3D action, with Hobart having a wide range of Ninja moves at his disposal.

Actually, as if you couldn't guess, Formula Karts is a racing game. And a fairly original one at that, as the game straps you firmly into the driving seat of a go-cart. These nippy little vehicles should make for a great game - they're small, fast and manoeuvrable, which is coincidentally exactly what you need for a racing game! The first bit of good news is that Formula Karts supports the Saturn's analogue pad, which is really starting to make a difference in driving games these days, and Formula Karts is no exception - when you first start to play it's amazing the effect it has. The Karts skid very easily, and with the twisty turns that make up every one of the eight tracks, you need all the extra analogue control you can get.

Fans of tired games magazine clichés will be pleased to hear that Formula Karts contains "a wide and varied selection of carts" to race with, each cart having

Formula Karts' tracks feature very calustrophibic scenery, which helps to give the amazing impression that you're scraping your arse along the road!









Eight different tracks and teams to race with, should help Formula Karts to compete.



There's virtually no pop-up, even on the more detailed tracks that boast packed scenery.



Collect 50 gems to warp to the 'mine cart' level. That was a joke, by the way.



Varied driving surfaces aplenty - dirt, rock, tarmac and grass to race on.





"unique handling characteristics" and the news that there are "eight action-packed circuits to race on" should also go down well, especially as most of the competition struggles to offer four or five different tracks. What more can a racing game give? Oh yes, there's a championship mode which takes place over all eight tracks, a practise and arcade mode for those seeking more instant thrills, and there's even an alleged split-screen two-player mode (see the separate 'insufficient data' box for two-player details). There's a choice of three views (driver's view, the usual 'behind and up a bit' angle and the 'further behind and up a bit more' perspective), you can turn off the damage caused when you hit walls, and even set the number of laps you wish to race. Basically, Formula Karts has a full compliment of options, just like you'd expect any modern racer to have. That's good then.

The tracks themselves are fairly short, with the idea being that short courses are easier to learn, more fun, and more faithful to real carting circuits. There's also a good use of perspective - all the tracks feature very detailed and claustrophobic scenery, which really helps to give the impression that you're scraping your arse along the road in a tiny vehicle, just like in a real go-cart! Anyway, the surface of each track also makes a difference as well - circuits move from tarmac to dirt or grass, with all surfaces having a noticeable effect on the way your cart handles, and there's sometimes a clever trade-off with several tracks offering short-cuts, but via terrain that slows your cart down quite a bit. Tactics!

But we don't really need too many complicated tactical features. What we need is fast, smooth and instinctive racing action, and with Formula Karts that's exactly what we get. Well, we nearly get it, and that's exactly what the coders are hoping to deliver in the finished version, but at this stage there's still a fair bit of work to be done, especially on the frame rate which is disappointingly low in this current version. If the Formula Karts team can get the update sorted in the month or so that's left before the game's October release, and manage to keep the detailed graphics in place at the same time, this could be a cool game to use to fine tune your racing skills. We'll let you know...



Below: The handy in-car view. What the heck are those castles and windmills doing there? Just where the hell are we?!





Virtua Writer™

Things are beginning to hot-up in the run up to Christmas '97. The Saturn is at all-time low price point of £99 and Sega have the incredible Duke, Quake, Resident Evil, Touring Car, Marvel, Last Bronx, Panzer Saga, WWS '98 and Sonic R lined up for release SOON! So how about a bit more optimism in the letters next month, eh? Miserable missives will not be tolerated. Send your correspondence to: VIRTUA WRITER, SEGA SATURN MAGAZINE, 37-39 Millharbour, Isle of Dogs, London, E14 9TZ or email to virtua.writer@ecm.emap.com. The most bright and breezy letter could win a limited edition VF3 book!

AND I'VE GOT A FAX MACHINE

DEAR SSM

This letter concerns comments made by Gary Cutlack in his showcase of Saturn WipEout 2097. Firstly, let me get everything into perspective - you're supporting a system that hasn't sold as many units as Nintendo's 2-button, hand-held, black and white Gameboy. Allow me to broaden your horizons a little.



Rob Dewhurst. Feeble minded PlayStation owner?

Quote one: "Feeble brains of PlayStation owners couldn't even begin to comprehend" - a stupid comment in itself due to the fact that we've been playing WipEout 2097 for nine months. Also, can over 10,000,000 worldwide PlayStation users really be wrong?

Quote two: "Why people are blindly buying PlayStations" - if you can't work this one out you must have a "feeble brain"! Could it have anything to do with half the Saturn games that are currently available being of comparable quality to that seen on the more popular Megadrive? It occurs to me that if "Sony's finest games are appearing on the Saturn" then PlayStation owners get the games up to a year in advance, why bother with the Saturn?

Quote three: "Tired, uninspiring sequels" - this comment totally defies belief! Fair enough, there are a good number of sequels in the pipeline, but when you're talking about the likes of Tomb Raider 2, Resident Evil 2 and Crash Bandicoot 2, I think tired and uninspiring are totally the wrong choice of words!

Quote four: "N64 doesn't even have a release schedule" - I believe you called the N64 a disappointing system, you need your head testing. I'm a PlayStation owner and I'd be the first one to admit that the N64 is definitely the best console on the market. I've just got off the 'phone with THE Games and they tell me that the N64 is outselling the Saturn, despite only having ten games available for it!

Don't get me wrong! I have nothing against the Saturn, I just can't understand the mentality of slagging off other platforms just because they're outselling the Saturn.

Rob Dewhurst, Kettering

\Wakey wakey Mister sleepy-head! If you haven't already noticed, you're reading SEGA SATURN MAGAZINE, and it's no freak coincidence that with a name like that we're more than partial to the Saturn. The main point is that many of the PlayStation's finest games are being converted to the Saturn (yes nine months later, but they're still here), while most of the Saturn's finest titles are produced by Sega themselves, and are therefore totally EXCLUSIVE to the Saturn. Last Bronx springs to mind, as does Touring Car and Sonic R. Would you like to play a decent version of Marvel Super Heroes? You'll be needing a Saturn then. So going by your argument "why bother with the PlayStation?"

The three games you quote - Tomb Raider 2, now that's a good point - consider my nose put well and truly out of joint, however, I believe the apparent cancellation of PlayStation Quake will help me make a speedy nasal recovery. Resident Evil 2 is probably coming to the Saturn anyway, and Crash Bandicoot 2? Are you joking? The main point is, given the tiny differences between the performance of the Saturn and the PlayStation, and the high quality of games available for BOTH systems, it's difficult to understand why the PlayStation has so thoroughly out-sold the Saturn. Sad but true, and whether this is down to "feeble brains" or Sony's marketing muscle, it's still disappointing for Sega owners. As for the N64, give your boyfriends at THE Games another call, and ask them why the Saturn conversion of Duke Nukem 3D has better graphics and lighting than the N64 version. GARY

CROFT'S CORKING CLACKERS

DEAR SSM

I am a girl and I love your mag, but I have noticed that you never seem to print any letters from girls. I think that you are being sexist because I know tonnes of girls who have written to you thousands of times (I'm lying) and none of their letters have been printed. Girls like computer games too, so please print my letter or I'll dob you into the European Equal Rights thingy.

Also I want to complain about the slaggy girls in computer games, for example, Lara Croft from Tomb Raider. I am now unable to play this game because of her skin-tight top and abundance of cleavage. Every time I put this game on my big brother and his mates turn off their Pammy films and watch Lara bouncing instead. This really puts me off my concentration, if you know what I mean. Now I'll say the usual crap, that I have written to your magazine five times before etc.

Helen Price, Crewe

Never let it be said that SSM neglect their female readership. But whilst we acknowledge your very serious point Helen, the fact remains that if Lara Croft didn't have a huge pair of bangers hanging off her like they were going out of fashion, Tomb Raider wouldn't have sold a fraction of the amount of copies it did. It was a rather cynical marketing ploy on the part of Eidos, to broaden the appeal of Tomb Raider to those who wouldn't normally buy an adventure game. Anyway, Lara's not a slag, she's a voluptuous bit of upper-class crumpet and we think she's lovely. LEE

Lara's proportions are growing ever more preposterous - her torso now looks like now a couple of conkers thrust inside a condom. As for Lara "bouncing around" - I guarantee you that this is as nothing compared to the veritable wobble-a-thon seen in Tecmo's forthcoming Dead or Alive... RICH

I'VE RECENTLY PURCHASED A PAL...

DEAR SSM

I have recently purchased a PAL King of Fighters '95 and RAM cart and I find the game too slow for my liking. I have also got a CDX converter and intend to buy KoF, Metal Slug and Marvel Super Heroes etc. on import. How could I make use of my RAM cart when I'm already using a converter or is the RAM cart already a converter as well.

I am not sure whether to get my Saturn converted with a 50/60hz switch. The good thing is no borders and I can play any games. The bad thing is it might crash all the time, might destroy Saturn warranty, might not work on new model Saturns.

One more thing, everyone is saying that the Saturn will be scrapped by the end of the year because of the new 64-bit Sega machine. Edge magazine says that the Saturn has a bad future. Seeing all, the ace games that are coming out this year, I truly believe the Saturn would never be scrapped.

Andrew Maclean, Peckham

We've had similar queries from other readers on the whole import/RAM cart situation, so we're going to clear it up once and for all. Firstly, the cartridge which comes packaged with King of Fighters '95 is a ROM cart, which is ONLY compatible with the game it comes packaged with. A completely different RAM cart is required to play games such as Metal Slug, KoF '96 and Marvel Super Heroes with all the frames of animation. Secondly, the RAM cart is not a converter, so there's no way to use both the CDX converter and the RAM cart together, a fundamental design flaw in the converter if ever there was one. Finally, the best way to play import games is to have your friendly local importer fit an NTSC switch to the Saturn, allowing you to play full-screen, full-speed versions of the aforementioned games and with the RAM cart. Whilst this renders the Saturn guarantee null and void, it certainly doesn't crash the Saturn and to the best of our knowledge works on all models. We rarely have any problems with our switched Saturns, apart from when Phil gets his hairy palms on them. LEE

So you invalidate your warranty. What you get in return is access to tons of games that won't come out here via your importer, a full-screen image

and faster action. It's a sad fact that many awesome games come via the importers and probably won't be released here (Elevator Action Returns, Metal Slug, ThunderForce V, Fighting Force et al) so getting your machine switched is the ONLY way to fully savour everything the Saturn has to offer these days. RICH

BLOCK-ROCKING BEATS

Dear SSM

I see you got another letter from Alex Charles and David Metcalf again (issue #22). They went on about how you'd better watch your back because Saturn Power is about to hit the shelves and has all the exclusives and awesome demo CDs every month. Of course, a demo CD of block-rocking beats is better than a demo CD with Sonic Jam, Sonic 3D, Sega Rally, Die Hard Arcade, Resident Evil, Duke Nukem 3D, Touring Car and WipEout 2097. And it wasn't SSM who got exclusives on Resident Evil, Duke, Quake (with and without monsters, first), Marvel, Sonic R, Panzer Dragoon Saga and Last Bronx was it? Or reviews of Sonic Jam, WipEout and all the news, not rumours first was it?

Ed Vincent, Derby

Ed Vincent... the voice of reason. You see readers, despite the sarcastic undertones in his letter, Ed has a point. You want awesome demo CDs with the very best playable and non-playable demos, coupled with exclusive features on all the best games, you can't go far wrong with SEGA SATURN MAGAZINE. But if it's broken demo CD promises and "block-rocking beats" you're after, you know where to go (snigger). LEE

My aim is to produce the Saturn mag I'd really like to read, so that means getting all the cool stuff first and leaving the second best to the second best. We don't promise cover CDs every issue, because we KNOW that we wouldn't be able to deliver quality. Sales are going stormingly: SSM's ABC is now over 38,000 copies, solidly out-selling the competition even without cover CDs! It's quite a step up from the 22,000 odd when I first took the Editor's chair and we're constantly looking at ever-cooler stuff so we remain the best. RICH

BLOCKBUSTER REPLY...

Dear SSM

I'm writing to you to complain. Not about your magazine, as it is by far the coolest magazine in the world... ever! I'm complaining about Blockbuster Video, notably their poor selection of Saturn software in comparison with other formats.

I recently went down to my local Blockbuster store to rent a Saturn game for a few days. I walked into the shop and picked up their pamphlet in which they review videogames and videos. To my amazement, they only had one Saturn game featured in the pamphlet, the awful Area 51. And guess what their amateur reviewer gave it? A massive 91%! A clear case of marking crap games up if ever there was one.

Never mind I thought, I'll make up my own mind what I'll get. But when I went to the shelf to have a look at the Saturn games, they had the worst selection imaginable. Cyber Speedway, Impact Racing, Johnny Bazookatone etc. Where are the new games I thought? Presumably Blockbuster would argue they don't get new games because nobody rents them, but then nobody rents them because they haven't got new games. Look at the selection available for the PlayStation for Christ's sake!

So SSM, what the hell is going on? How can Blockbuster get away with this? I for one won't be visiting Blockbuster again, not even if Alex Charles and David Metcalf (Issue 22) were there, asking for a bloody good kicking.

Bryan Robinson, Manchester

Well, Bryan's letter is typical of several others we've received this month regarding Blockbuster Video. So rather than attempt a cheap gag at their expense and risk incurring the wrath of their crack team of lawyers, we thought we'd allow Blockbuster the chance to reply. Lisa, you got some explaining to do. LEE

"Blockbuster has a limited availability of retail titles due to demand but will be supporting Quake, Duke Nukem 3D and Sonic R amongst other retail and rental titles during the Christmas period. Blockbuster will continue to support rental product in the foreseeable future."

Lisa Campagnola, Account Executive, Consolidated Communications

SONIC CONFUSION

Dear SSM

Can you please help me because I'm a bit confused about all this Project Sonic business. I was under the impression that Phase Two of Project Sonic was going to be programmed by Yuji Naka and the rest of the Sonic Team. Then out of nowhere comes Sonic R being programmed by Traveller's Tales. Then when you interviewed Kats Sato in Issue 22 you asked him if Sonic R was Phase Two of Project Sonic and he said that he couldn't comment at the moment. Then you asked him why the Sonic Team are not programming Sonic R and Kats Sato replied that they are working on another Saturn project.



Sonic R is Phase 2 of Project Sonic – and it's incredible.

So what's going on? Is Sonic R Phase Two of Project Sonic or is the Sonic Team's new project Phase Two of Project Sonic? Please help me.

A confused Sonic fan

Admittedly the whole Sonic situation is quite confusing and we're unable to shed much light on the subject. To the best of our knowledge, Traveller's Tales' awesome Sonic R featured elsewhere in this issue, is phase two of Project Sonic. However, the Sonic Team headed by Yuji Naka are currently working on another Saturn project, though whether or not this is a new Sonic game remains shrouded in secrecy. The point is however, as long as these two incredible developers continue to produce such innovative and stunning games for the Saturn, the whole question of what "phase" they are is immaterial. LEE

BRIEFLY...

Dear SSM

The first issue of your magazine I purchased was #3 and in that issue you gave Worms 91% score. But in your out now section, Worms is listed at 83%. Why have you lowered the rating? VF2 has still got 98%, so you can't say it was old. You did the same with WipEout, you gave it at least 90% when it first came out and now it has 73%.

Ruaridhi Bannatyne, Isle of Arran

We tend to depreciate the awarded ratings of games in accordance with how well they have stood the test of time. Wipeout for example, has been overtaken by Daytona CCE and Manx TT, and so a 90% rating is no longer relevant. VF2 on the other hand, is still arguably the finest console beat 'em up ever, and so retains its massive 98% rating. Worms by the way, despite its lowered rating, is still one of the most playable games on the Saturn, contrary to what Rich may tell you. LEE

I personally remark the games in Out Now so it is a bit subjective (mostly in that I don't like Saturn WipEout). As for Worms... well, Lobotomy's Death Tank takes the concept to new levels. Let's hope we can all get to play it sometime. RICH

Dear SSM

Please stop advising readers to buy NiGHTS, as it may be a good game but it is far too easy. Despite your mag still dribbling on about it, I took it back to the shop and swapped it for Virtual On. You should advise your readers to buy this instead.

Matthew Hymer, Durham

Clearly you're missing the whole point of NiGHTS. The aim is of the game is not simply to complete it or even to attain a grade A on each of the courses. Rather the aim is to rack up massive scores through sustaining huge links, collecting chips and performing a diverse range of aerial stunts. By completing the game and taking it back to the shop, you've missed out on one of the most innovative and cunningly crafted videogames of all time. Fool. LEE

Dear SSM

I would like to get the largest Chaos Emerald I could find and shove it up Core's arse. Lara Croft has become a rare thing, a videogames icon available to owners of all formats and Core are always harping on about how they want to open out the franchise of Lara and Tomb Raider. To deny Saturn owners the chance to partake in Lara's second adventure would limit the appeal of an extremely lucrative licence. Absolute idiocy!

Gerard Martin, Manchester

Yep, and with the news that Fighting Force won't be appearing on the Saturn either (not in the UK anyway), it would appear that the Saturn has lost favour with Core. Still, with all-time classics such as Blam! Machinehead out now from Core, who needs Tomb Raider 2, right? Erm... LEE

Q&A

The oddly-named "Noodle" sent in a great "How many sexists does it take to change a lightbulb" gag this month. Shame his questions were crap. Still, I'm pleased to report that the general Q+A standard was superb this month, meaning that I didn't actually fall asleep reading your missives this issue! Keep it up! Send in more to GREAT QUESTIONS AT LAST Q+A, SEGA SATURN MAGAZINE, 37-39 Millharbour, London E14 9TZ. Or email the effers to ssm.qa@ecm.emap.com. Still, away with such small talk. It's question answering time! Onward!

WHAT GAMES SHOULD I GET?

Dear SSM

Please answer my questions because it is the first time I've written to a computer mag and I only started collecting your mag from issue #15.

1. Are there any cheats for Theme Park? I can't even get past the first level.
2. Why did Fighters MegaMix get 95% and VF2 98%?
3. What games do you think I should get? I own VF1, VF2, Tomb Raider, Bomberman, Sega Rally, Theme Park and Fighters MegaMix.
4. Die Hard Arcade was a good game but too easy, all it needed was another 70 stages and save points didn't it?
5. What are your very favourite games?
6. In issue #21 I read that Tomb Raider 2 is not coming to the Saturn`1 If so, why the bloody hell not?

Cairan Watkins, Oldham

PS You are the best mag ever!

1. Can't get past the first level?! Try reading the manual you got with it. 2. Both are awesome games, but in the reviewer's opinion (ie mine), VF2's tighter controls and hi-res visuals made it the better game. Others disagree and I see their point of view because FMM is still absolutely stunning. 3. Exhumed, NiGHTS, Shining the Holy Ark, Marvel Super Heroes, Last Bronx. 4. This isn't exactly a question. 5. Look at the Out Now section. All the games scoring 94% and over are our absolute favourites. 6. Core's "technical limitations" excuse is wearing a bit thin, especially in the light of Fighting Force being signed exclusively to Sony in Europe and the US.

A MOMENT OF BEGGING

Dear SSM

I know you don't like begging, but I'll try any way. Will you please please answer the following questions?

1. How are Saturn sales at the moment? Are things brightening up?
2. When will WorldWide Soccer '98 be released and which leagues will it feature?
3. Will any of the amazing Model 3 arcade games ever make it to Saturn?
4. Will Touring Car be better than Sega Rally?
5. Would it be possible for Core to employ Lobotomy to make a Saturn version of Tomb Raider 2? Lobotomy can achieve anything!

Michael Dean, Doncaster

**1. A lot better thank you. Still not up to PlayStation numbers, but our ranks swell with each passing day! The recent full-page ads in the national press have certainly helped a great deal.
2. There should be a feature this issue that answers this question! 3. Virtua Fighter 3 has been announced. Stay tuned for others. 4. We'll just have to wait and see. 5. It would be possible, but Lobotomy have their own games to do thank you.**

RAM CART QUERIES

Dear SSM

Here are a few questions to tease your mind. Oh yeah, please answer them or I'll send my friend Arnie around.

1. Is it possible to be able to buy a RAM cart from an import shop and fit it with an adaptor to play RAM cart games on an English Saturn?
2. Any idea on a date for C&C Red Alert?
3. Is DD2 still coming to the Saturn?
4. How many of you lot own PlayStations?
5. Are all the advertising companies in your magazine fully dodgy proof?

Jack Hutchinson, Bucks

1. No. You will need to have switches added to your Saturn to play import games. This leaves the cart slot free to put in the RAM cart, where otherwise it would contain your import adaptor. Talk to your importer about the switches. 2. It is probably not coming out. 3. Probably not. 4. I own one, as does Matt and Lee. Just to let you know how often I use mine, it still has WipEout 2097 in it. And we don't ever say that the PlayStation's brilliant. It is a fair machine with some good games, but the Saturn is obviously better overall.



Virtua Fighter 3: its status is a frequently asked question.

A LONG WAIT

Dear Saturn People,

I've written to you about a million times and this is the last time I am going to write so please put it in your brill mag.

1. When is Heart of Darkness coming out? I've been waiting three years for it.
2. Why have Sega stopped making games for the Mega CD, 32X, Master System, Megadrive and Game Gear?
3. What do you think is the best game for the Sega Saturn?
4. How much will the NetLink be when it comes out?
5. Do you actually like Sony?

Dean Beckley, East Ham

**1. And you'll be waiting an infinite amount more. 2. Think about it. 3. Quick SSM poll. Me: VF2. Lee: Sega Rally. Nick: Tomb Raider. Gary: Virtua Cop. Matt: Fighters MegaMix. 4. It's not coming out.
5. Personally I think their TVs and videos are brilliant. And MiniDisc is stunning.**

LOBOTOMY QUESTIONS

Dear SSM

Right... let's forget all of this interesting intro and "I've written ten times to your mag" or "this is the first time I've written to your mag" business and get on with my interesting queries.

1. What do Lobotomy have planned after they've finished Duke Nukem 3D and Quake?
2. In issue #19 you said that Lobotomy are adding some secrets to Saturn Duke not seen in the PC original. Have you found out what these secrets are going to be yet? Perhaps Team Dolls II?
3. When is Sonic R coming out? It looks F@£$ing amazing!
4. When Vampire Savior comes out will it need the RAM cart to run it?
5. How come you don't do Action Replay codes in your mag?
6. Do you think Gremlin will ever release an Actua Soccer or Actua Pool?

John Freeman, Somewheresville

1. They're doing Exhumed 2 on PlayStation, a secret project on N64, but nothing we know of yet for Saturn. Surely Sega will get them on a new Saturn game? 2. There's going to be a secret, Lobotomy-designed level. 3. November. 4. It uses the new 4MB RAM cart. 5. You're the first person who's asked. 6. I wouldn't put anything past them.

FAQ

Here we are in Frequently Asked Questions Land, where the most popular queries are put to rest in a nice, simple, "user-friendly" manner.

1. Is Micro Machines V3/ Tomb Raider 2/ Fighting Force/ Nuclear Strike coming out?

We're afraid not. None of these titles are getting an official release, although bizarrely you will be able to get Fighting Force on import. Sigh.

2. Shouldn't Duke Nukem and/or Quake be out now?

Lobotomy are slightly behind schedule on both games and want to spend the appropriate amount of time getting these titles right. They should both be out well before Christmas though.

3. Any news on Virtua Fighter 3?

Absolutely none. Well almost none. The 3D accelerator upgrade cart looks severely unlikely now so it looks like the Saturn version will take longer than expected. Still, we've got the coin-op in the office so at least we're all right!



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COME GET SOME!



After a long and indeed agonising wait, SEGA SATURN MAGAZINE has finally taken delivery of a near-complete version of Lobotomy's amazing Duke Nukem 3D - a game that takes the corridor genre into new levels of Saturn greatness! RICH LEADBETTER is there to sample the goods.



This boss meanie from the episode crops up in later stages too. Blast him to pieces!

Lobotomy haven't let the Saturn faithful down. Everything they (and we) have said about the greatness of this game has come to pass and there is now absolutely no doubt about the quality of Saturn Duke Nukem 3D. It is a masterwork, unmatched by anything else on the Sega console... and indeed the PlayStation (PS Duke doesn't look any where near as cool as this version!).

The original PC title was pretty spectacular in its own right: for the first time ever, the 3D environments were actually identifiable as real places, as opposed to claustrophobic dungeons or non-descript alien bases. Detail was truly the key. Additionally, Duke also featured a very... risque setting and sense of humour.

Whilst some other console conversions have toned this down, the Saturn version has just about all of it. So yes, it's sometimes fairly rude, but it's all part of Duke's charm.

The really good news concerns the speed and detail - the Saturn version of the game is spectacularly close to the original, and thanks to the power of Lobotomy Software, in some ways it's superior to the classy PC title! So while some small textures are absent from the Saturn game, we get far more in return - some absolutely stunning real-time lighting effects, more in PC Quake's level of accomplishment than the original Duke Nukem ever was! As for speed, Duke more than matches the performance of the PC version running on a 100MHz Pentium! That's frankly a fantastic achievement that could only have been handled with this level of skill by the people at Lobotomy Software!

So... it's a technical marvel, that's for sure. The thing is, we've hammered that into you pretty relentlessly since we saw the first demo all those months ago. Now the game is just about ready, we can appreciate the true scope of Lobotomy have achieved as well as really get to grips with the really cool gameplay!

More good news: DEATHTANK WILL BE IN! It's going to be hidden, but rest assured that the game is present in PAL Duke! Good news eh? Well, just wait until you've played it! It's one of the greatest multiplayer games ever... full details next month! But we can say now that in addition to Duke you will need EITHER Quake or Exhumed!

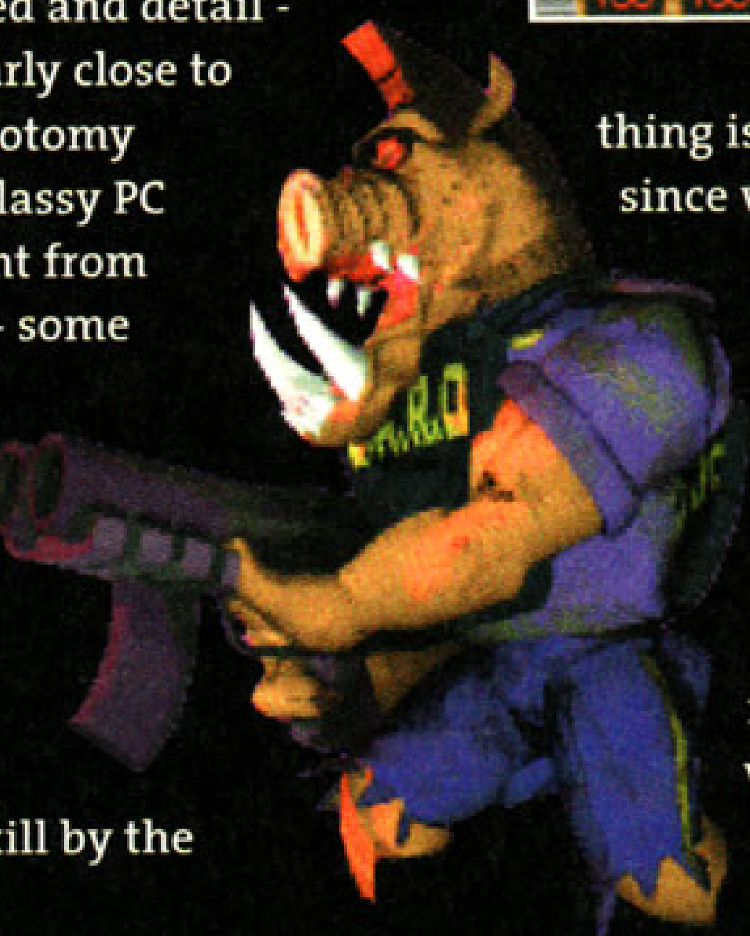
Any way - enough of this small talk! It's hardcore Duke action you want, and in this regard you can always trust SEGA SATURN MAGAZINE to deliver in spades... We've got a breakdown of the entire game here along with the full range of Duke's arsenal and a lot more besides! It's the coverage you've been waiting for on this awesome game... so, away we go!

Duke Nukem 3D is reviewed on page 66.





Here we are as Duke escapes from a premature end in the level "Death Row"!





"Damn! Those alien bastards are gonna pay for shooting up my ride!"



All of the entrails you could possibly hope for are located in Saturn Duke!

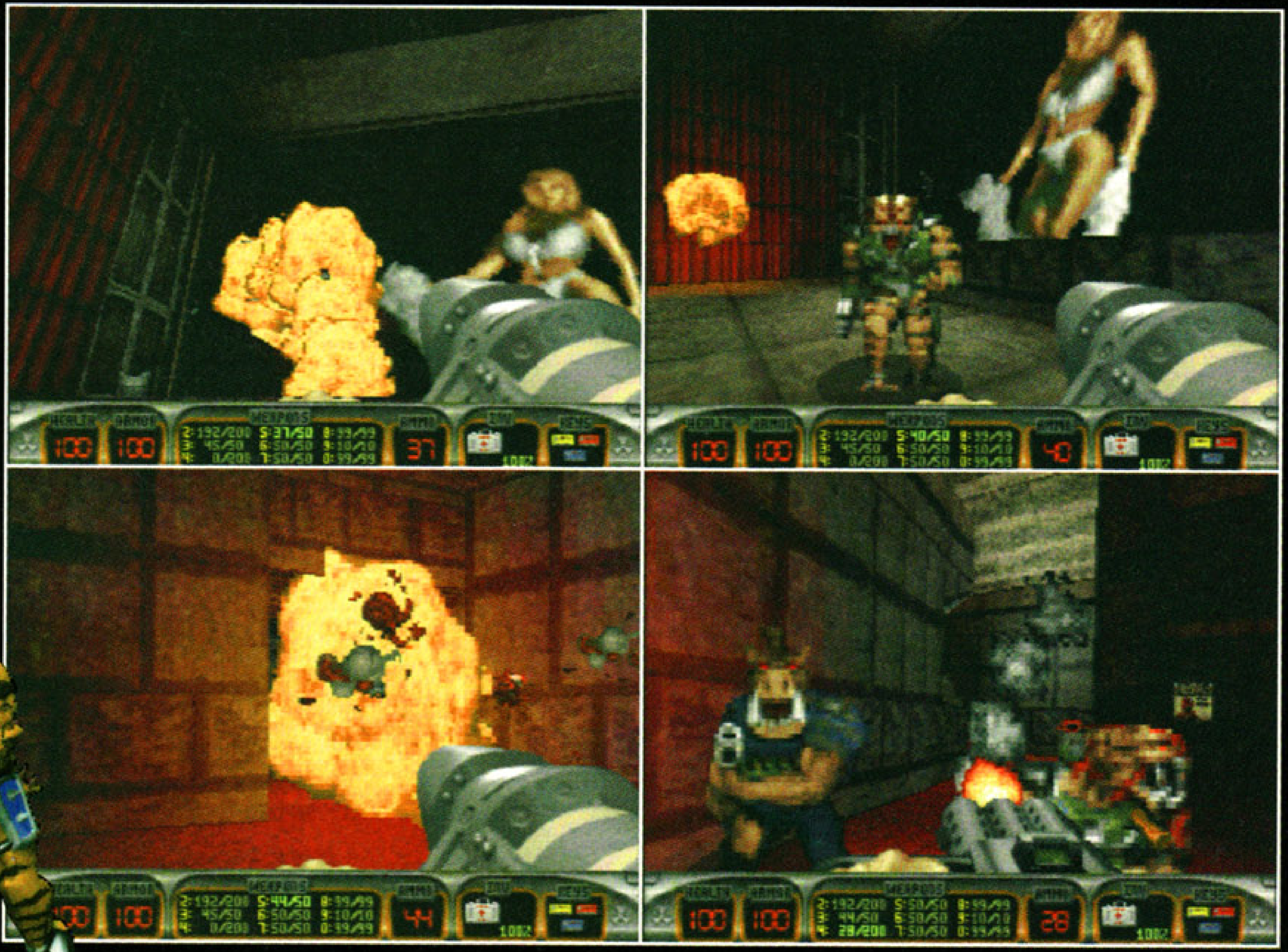




Even the pool balls move around the table (left). A vast, exploding chamber (right) with Duke in the middle of it!

EPISODE ONE: LA MELTDOWN

Duke's craft plummets from the skies, leaving the husky-voiced one no chance but to bail out, landing safely atop an apartment complex. From here on in, it's a race against time as Duke moves steadily westward through Los Angeles, blowing away the alien scum who have DARED invade our planet! They must ALL be destroyed as only Duke can!



LEVEL ONE: HOLLYWOOD HOLOCAUST

Leaping down a ventilation duct, Duke escapes from the apartment complex, landing in the streets of downtown Hollywood. Obviously this is the seedier side of town as the local cinema is showing a movie of a rather questionable nature... This level is packed with secrets. We're not giving much away by saying that over half the weapons available in the first episode can be found on this stage - if you know where to look.





LEVEL TWO: RED LIGHT DISTRICT

Duke's rampage through Los Angeles takes him to the infamous red light district, packed with peep-show booths and "adult" book stores, just the sort of place you're likely to find SSM's very own "Naughty" Nick Paterson! In actual fact he isn't here, but a whole bnch of alien assault troopers and pig cops are. A bar, pool room and discoteque (to use old fashioned phraseology) are all here, packed with alien scum. Kill them all! And blast those disgusting hookers while you're at it!

LEVEL THREE: DEATH ROW

Has Duke's xenomorph destruction spree come to an end? Imprisoned in the aliens' strongest prison complex, can our rugged hero escape a shocking end via the Electric Chair? Negotiating the alien complex, dodging traps and blasting the inevitable alien contingent, Duke needs to find a sure-fire escape route. Luckily one of the deceased inmates has tunnelled down to the sewage system. If Duke can get into the cells, he can use the tunnel and perhaps commandeer that enormous nuclear sub at the level's end! Your task has been set: get to it!



LEVEL FOUR: TOXIC DUMP

Just when Duke thinks escape is assured, those damned alien bastards booby trap the sub! As water fills the broken hull, Duke finds himself making a great escape through the underwater depths... and right into the aliens' Long Beach Nuclear Waste Disposal Facility! With the likes of barrel-grabbing cranes amd shrink rays found around the stage, this is probably the most interactive stage you would have discovered yet. But can you find the sewer exit and blow this joint?



LEVEL FIVE: THE ABYSS

The final stage of the first episode... unless you're cunning enough to have discovered the Launch Facility secret level of course! Still, this episode ends with a real cliffhanger... mostly in that the entire stage is set around seismically unstable rocky cliffs! One of the senses shattering set pieces sees Duke upset the San Andreas Fault, resulting in a massive earthquake! This reveals a Giger-esque alien ship, wherein your first boss-based confrontation comes about...







DUKE'S ARSENAL OF DOOM!



MIGHTY FOOT



PISTOL
INITIAL AMMO: 48
AMMO PACKS: 12
MAX AMMO: 200



COMBAT SHOTGUN
INITIAL AMMO: 10
AMMO BOXES: 10
MAX AMMO: 50



CHAINGUN CANNON
INITIAL AMMO: 50
AMMO BOXES: 50
MAX AMMO: 200



RPG
INITIAL AMMO: 5
AMMO BOXES: 5
MAX AMMO: 50



PIPE BOMBS
AMMO BOXES: Singles and boxes of five
MAX AMMO: 50



SHRINKER
INITIAL AMMO: 10
AMMO BOXES: 5
MAX AMMO: 50



DEVASTATOR
INITIAL AMMO: 15
AMMO BOXES: 15
MAX AMMO: 99



LASER TRIPBOMB
INITIAL AMMO: 1
AMMO BOXES: 1
MAX AMMO: 10



FREEZER
INITIAL AMMO: 25
AMMO BOXES: 25
MAX AMMO: 99

EPISODE 2: LUNAR APOCALYPSE

Although the conflict with the BattleLord boss at the end of the first stage was pretty epic, Duke realises that his job is far from done... There's an entire skyful of aliens and they need to be introduced to the wrong end of Duke's legendary arsenal! Commandeering one of the alien ship's scout craft, Duke takes to the skies on a mission of terrible vengeance!

LEVEL ONE: SPACEPORT

Duke Nukem's first port of call is a human spaceport orbiting the Earth. As you can probably guess, it has been populated by the aliens, who are using it as a spearhead bass for their insidious activities. The really cool effects here allow you to look outside the spaceport at the Earth below and the exterior of other sections of the base. A graphical feast indeed, but don't spend too much time enjoying the scenery. Duke's got a job to do. And it involves more rampant destruction!





LEVEL TWO: INCUBATOR

After inevitably blowing up the Spaceport via the Self-Destruct, Duke takes the only escape capsule and docks with another space station. This area is where the aliens have kidnapped humans for use in their nefarious methods of reproduction. Blast the eggs (and the imprisoned human hosts - they're beyond help) but watch out for the foetus alien slimers! They're tiny little creatures, but hugely irritating. Out with the chaingun cannons and blow them all away. Ahahahahaha!





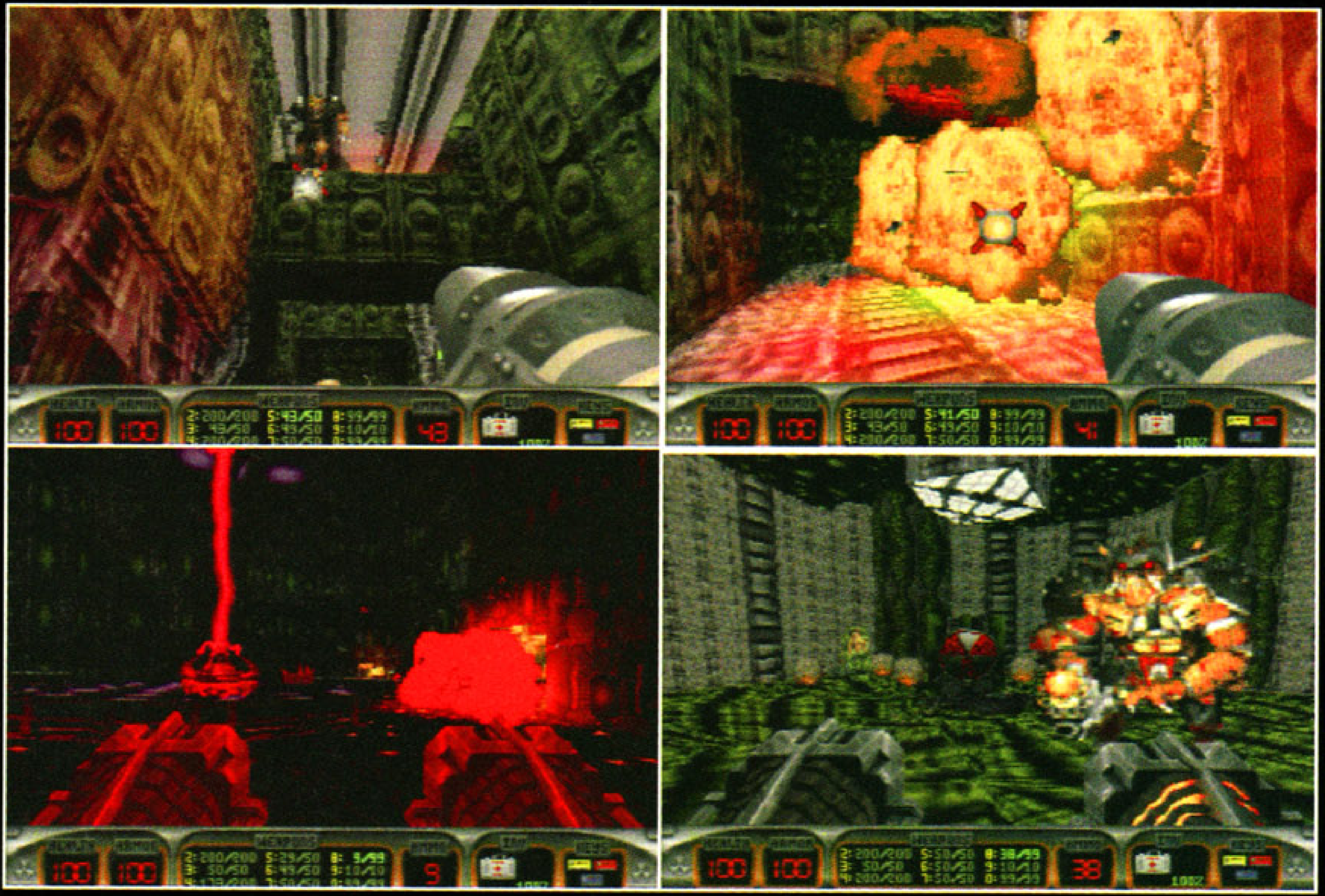


LEVEL THREE: WARP FACTOR

An awesome level here. Two space-stations are connected with a moving transport, allowing you to move between them (and enjoy some awesome space views). Alien resistance isn't too bothersome until the end, where you get to blow seven shades of shinola out of a BattleLord and two Assault Commanders!

LEVEL FOUR: FUSION STATION

Another masterpiece of Duke Nukem level design. This complex is a huge column rising up into the skies, on top of a huge lava pit. You need to ascend the station, solving cunning puzzles in between the necessary alien destruction. Once you've reached the top of the stage, let the nuclear reactor have it and then get the flock out of there!







LEVEL FIVE: OCCUPIED TERRITORY

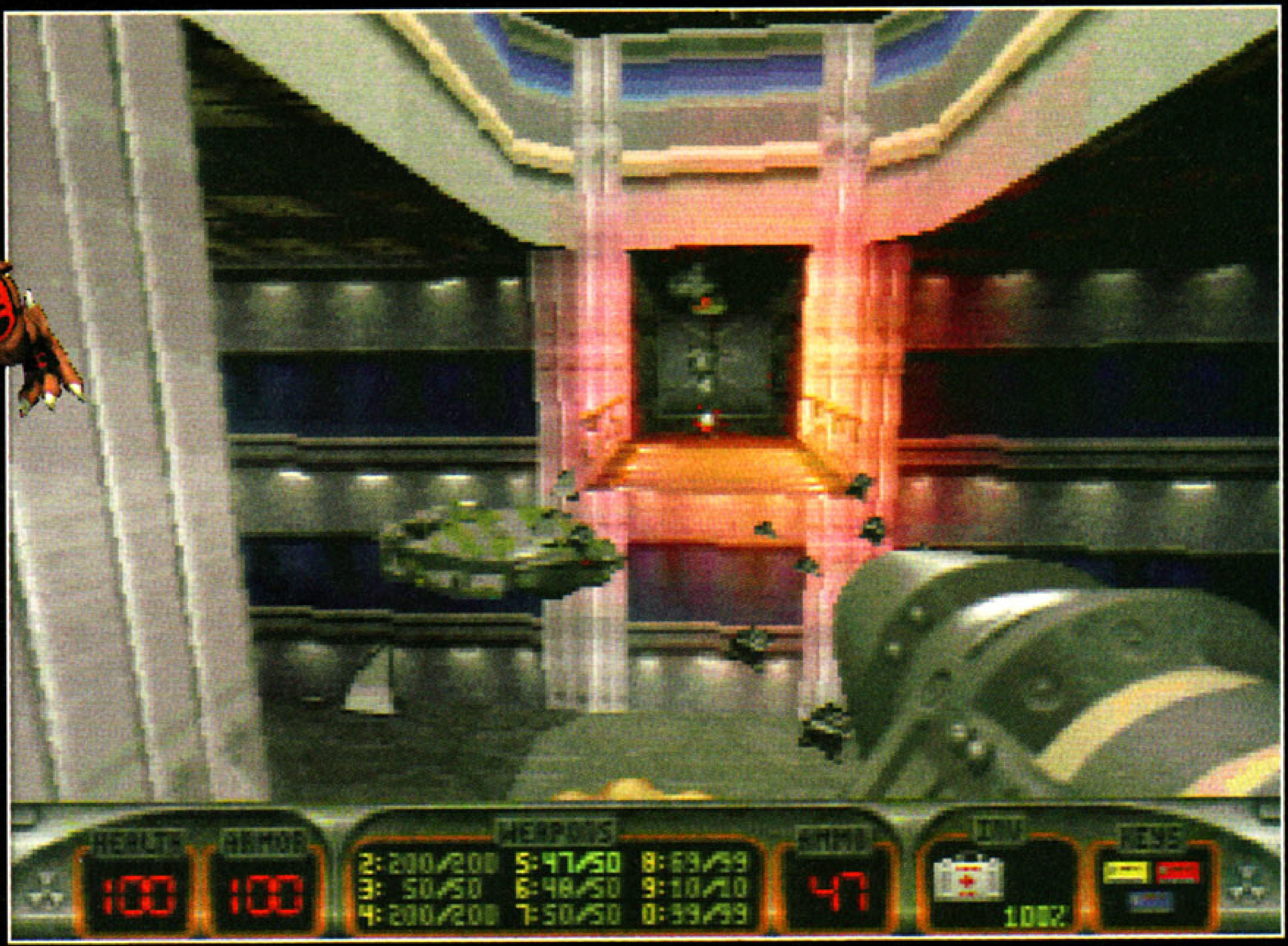
An orbiting EDF (Earth Defence Forces) complex is now in enemy hands. Obviously they plan to turn its formidable weapons on Earth itself... unless Duke gets there first. Watch out for a REALLY frightening bit here. Well, watch out for the entire game actually because it's all scary!

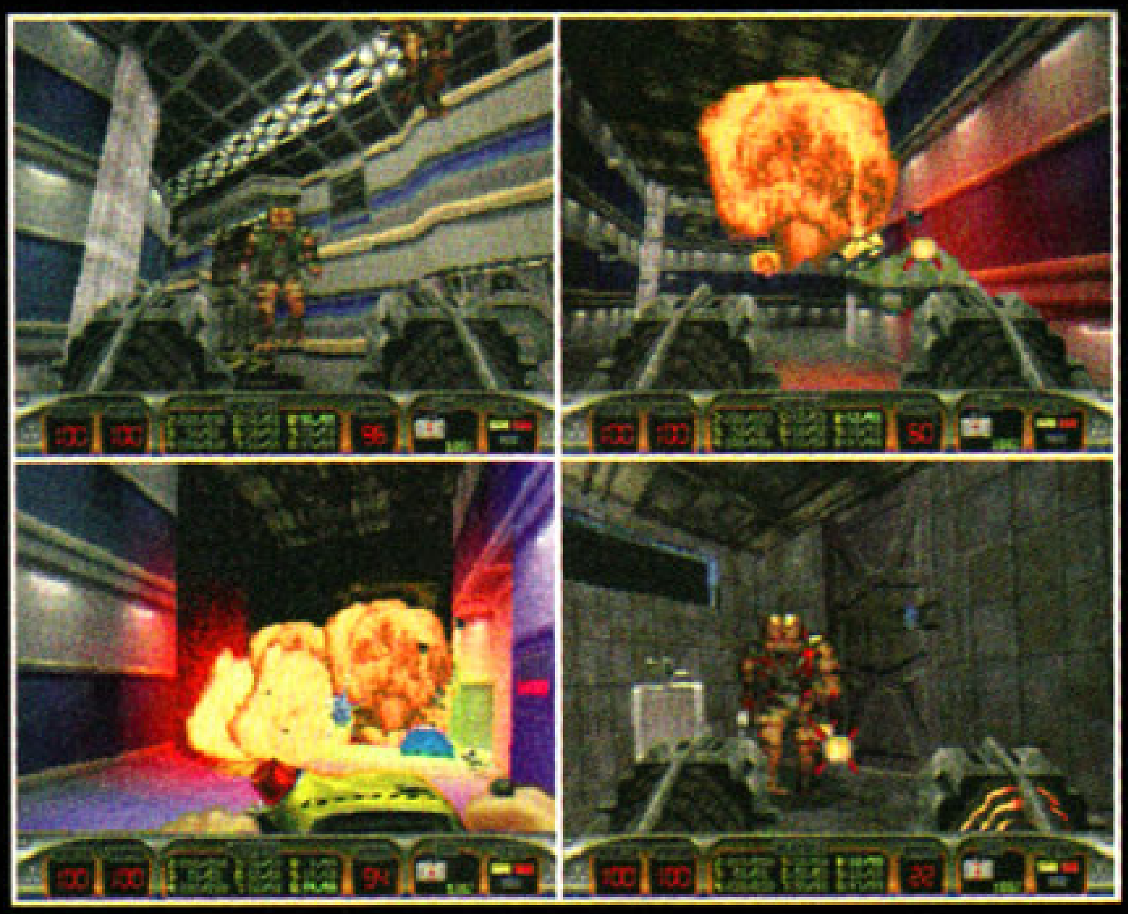


LEVEL SIX: TIBERIUS STATION

The aliens' orbital domination lies in ruins. Now it's Duke's aim to take down their last few space-based installations. Starting with this one. Entering via a convenient ventilation system, watch out for ruckloads of secret areas you can blow open. And try doing the same to that really nasty big alien at the end...







LEVEL SEVEN: LUNAR REACTOR

This area is split into three areas: the washrooms, the crew quarters and the reactor core. Tackle 'em in that order, briefly taking in the planet's surface before zeroing in on the core and blowing it into the next star system!





Claustrophobic air vents are super-common in this level.



Catching an alien on the bog, Duke readies his Devastator!



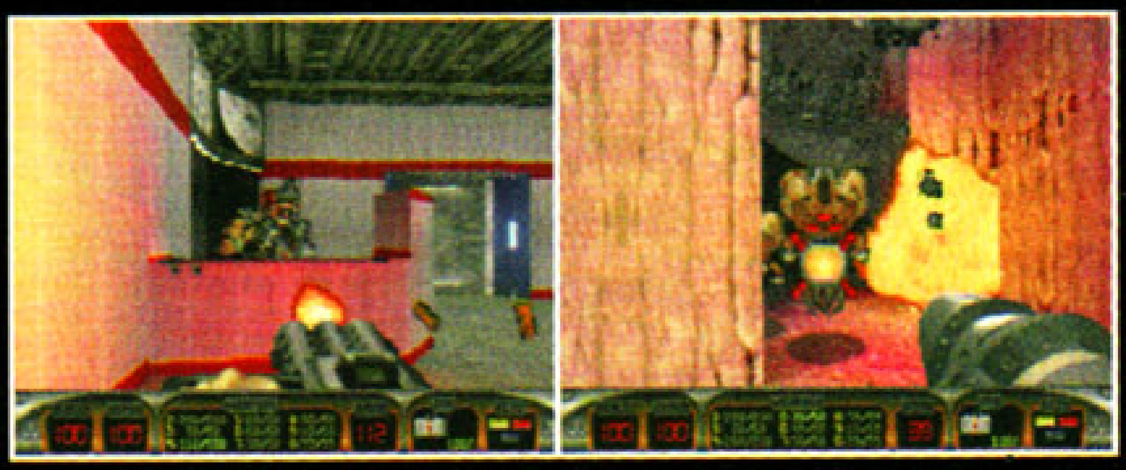
These are the combat troops of the alien empire. Destroy!



These guys tend to protect the alien eggs. Kill!

LEVEL EIGHT: DARK SIDE

Duke's closing in on the centre of alien infection on our lovely lunar surface. Laboratories, power areas and airlocks need to be blown away before Duke can get out onto the moon's surface and infiltrate the alien hive!



LEVEL NINE: OVERLORD

Only one more alien base remains to be taken out before Duke can move on... and it's a toughie. Taking out the Power Core at the centre of the complex is tough enough, but the mutha of a boss awaiting you at the level's end tests Duke's combat prowess to the limits! Ready the best weaponry in your arsenal - it's blasting time, on a massive scale!



EPISODE THREE: SHRAPNEL CITY

Okay... so his battle credentials have been established, but when it comes to the old grey matter, Duke's just a tad lacking. It turns out that the entire lunar episode was merely a diversion to keep Nukem busy while the aliens mass for their REAL invasion bid! After using the remains of the last boss as a makeshift toilet (I am not joking), Duke takes the fastest alien ship in the fleet (what's left of it). Now we begin!



LEVEL ONE: RAW MEAT

Shrapnel City's local Chinese eatery has become the first stopping off point for the evil Cycloid Emperor's ravenously hungry hordes. It's time to track them all down and sometimes literally gun them down like stinking pigs!

Happily, thanks to the explosive might of Duke's weaponry, Special Fried Alien quickly becomes the only thing on the menu! Blast through the dining areas and kitchens and don't leave anything standing. Blood-letting ahoy! Don't hold back - blast the crap out of all them!

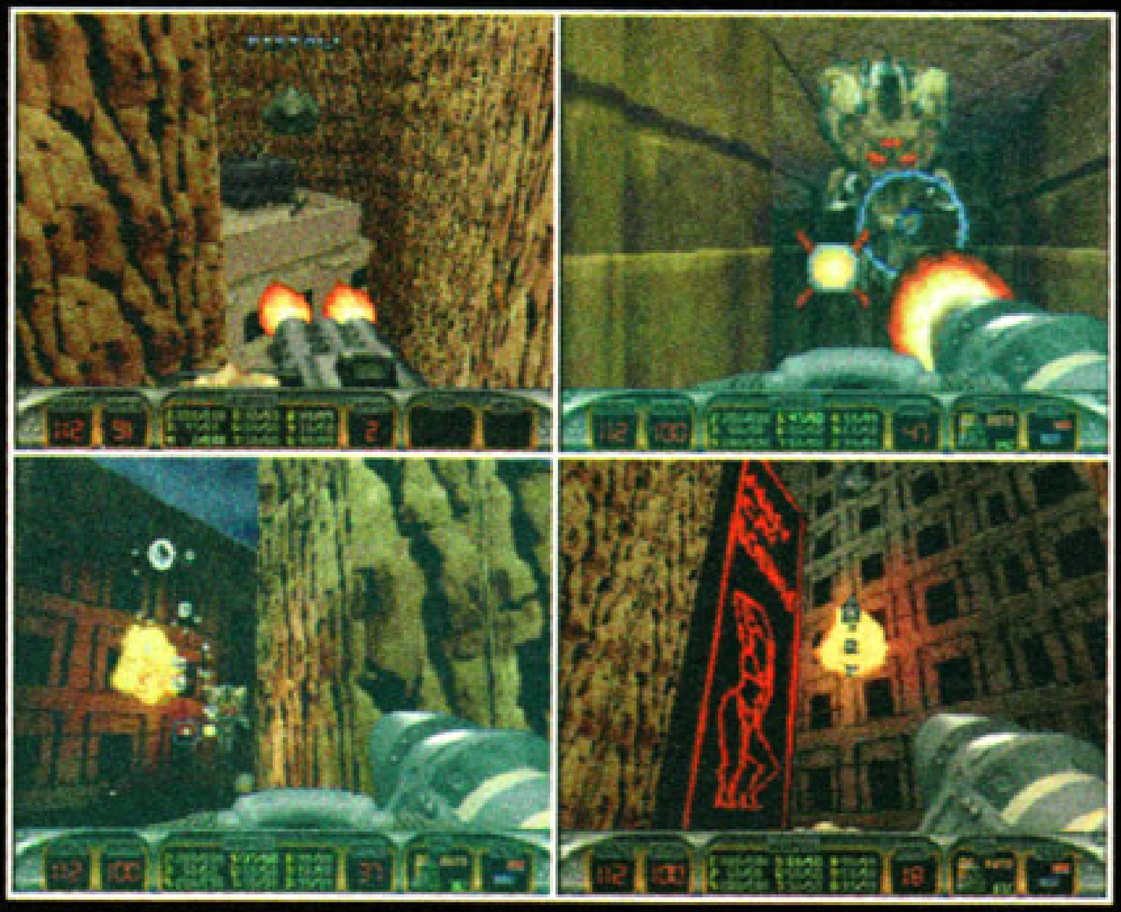
LEVEL TWO: BANKROLL

Finishing up in the Chinese, the Federal Bank is Duke's next port of call. After a pitched battle on the steps outside and a visit to another building to locate the key to the bank, Duke quickly takes on a series of logic puzzles before opening the main vault. Then the brown stuff really hits the fan.



LEVEL THREE: FLOOD ZONE

A submerged cityscape is the really cool setting for this level, with Duke dipping in and out of the water (skyscraper summits stand above the water line) as the pitched battles continue! With OverLords and Assault Commandos rife the level over, this is basically TOUGH.





LEVEL FOUR: LA RUMBLE

Shades of Die Hard here, as Duke enters skyscraper territory. Leaping between buildings in true super hero style, Duke's aim is to reach the escape helicopter prepped for his arrival at the level's end. Sounds simple? Yeah, right!





LEVEL FIVE: MOVIE SET

Those Hollywood lot don't muck about! Already, word of Duke's off-world xenomorph annihiliation has reached the movie producers and they're busy filimg the Lunar Apocalypse movie starring... Duke Nukem! A very straightforward level, but packed with action!
On the PC this was multi-player action at its best, but even without it, it's still damn cool!



LEVEL SIX: RABID TRANSIT

Duke travels underground for his latest adventure, taking on the aliens who've dared set up base in the city's subway system. The trains don't move about as they do on the PC version (at least not in this version), but otherwise everything's identical to the PC version!








LEVEL SEVEN: FAHRENHEIT

Emerging from the smouldering ruins of the subway system, the smell of roasted alien flesh in his nostrils, Duke attempts to cleanse a local radio station and firestation of all alien interference. Watch out, it's a warzone down there!





LEVEL EIGHT: HOTEL HELL

The last weak-willed aliens have holed up in a hotel, savouring luxury treatment before returning to battle Duke. The only thing is, Duke Nukem is already in the building. And he's not happy. Everything from a real hotel is here: bar rooms, hotel pools, guest rooms, the whole lot. Time for some Duke Nukem "Room Service".








LEVEL NINE: THE STADIUM

It's boss time again and this time there's no hiding. The fearsome Cycloid Emperor stands before you in the middle of an American Football pitch. Armed to the teeth with exceptionally deadly weaponry, this guy means BUSINESS! Gun him down with everything at your disposal!







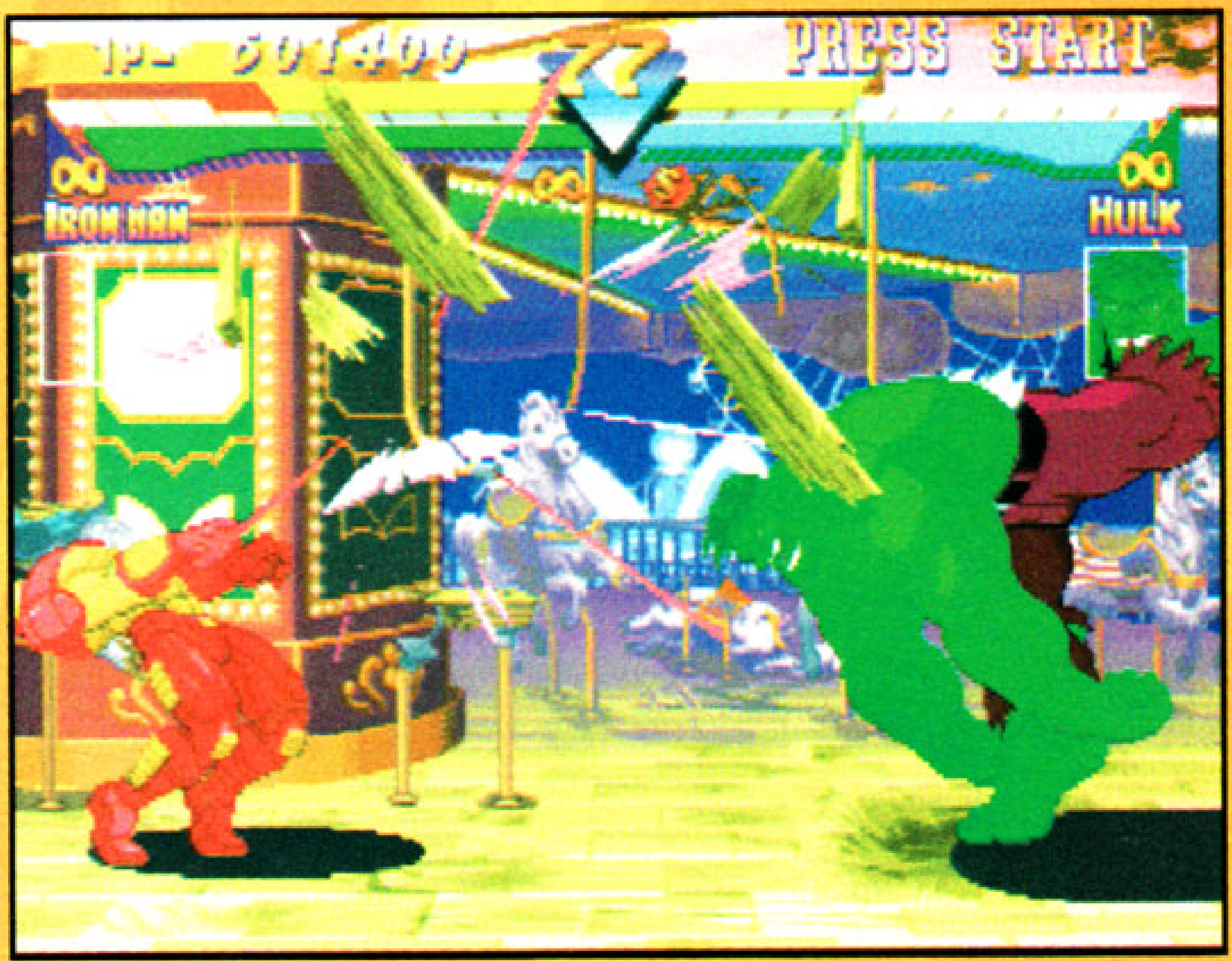

Super Hero Slug Fest!

Marvel Super Heroes - what a game! Effectively bringing across their most ambitious 2D coin-op to date, Capcom are now the premier third part developer! RICH LEADBETTER has part two of our ace Marvel coverage right here...



Believe it or not, this isn't a special move - just Iron Man's normal fierce punch attack! Brilliant eh?





The Hulk smashes some of the wooden floor on Iron Man's head. Yeeoow!







You've seen the EXCLUSIVE coverage in SEGA SATURN MAGAZINE over the last few months and you've thrilled to the amazing screenshots. Well, now's the time when you find out just how amazing Marvel Super Heroes really is. We've just taken delivery of a final version of this epochal fighting game and we can't get over just how good it is. The boys at Capcom have come good with a fighting game quite unlike any other ever produced.

You see, the thing about Marvel Super Heroes is that the fights, the characters and the whole graphical style are completely unbelievable - just as they should be considering the fantasy setting of the original comics characters.

Street Fighter 2 began a revolution in fighting games, but you can't avoid the fact that they're just human beings with some pretty whacked out martial arts techniques. Marvel Super Heroes is something completely different. These guys have the most amazing power and superhuman strength and agility (so how they even breaking a sweat taking on the SFers in Marvel Super Heroes versus Street Fighter remains a mystery to me). And that's what makes this game sooooo cool. The fights are just so... out there, you just can't afford to miss the game.

The fact that it has some of the most recognisable (and coolest) characters in comics can only help. After all, with characters such as Spider-Man, Captain America and the Hulk included you can't go far wrong. Hell, I'll even forgive Capcom for not including any of the Fantastic Four (just this once).

Here at SEGA SATURN MAGAZINE we have followed the discussions on the Internet following Marvel Super Heroes' import debut. We've seen that nobody has complained about the quality of the graphics but there has been much talk about the game's apparent slowdown. Let's just say that in typical Internet ranting, this has been blown completely out of proportion.

True, there is some minute slowdown when certain characters battle on certain stages, but to be honest, it's absolutely nothing to be concerned about really. We still play the game religiously every day and we've put special effort into all of our Marvel coverage over the last few months.

Any doubts about the awesome nature of the Marvel game were instantly dispelled when we got the Boss Code for the conversion working... Doctor Doom and Thanos are two of the most powerful videogames characters seen in the whole history of 2D fighting games! We're not going to blow the code thing open yet - we'll have a special spread next issue.

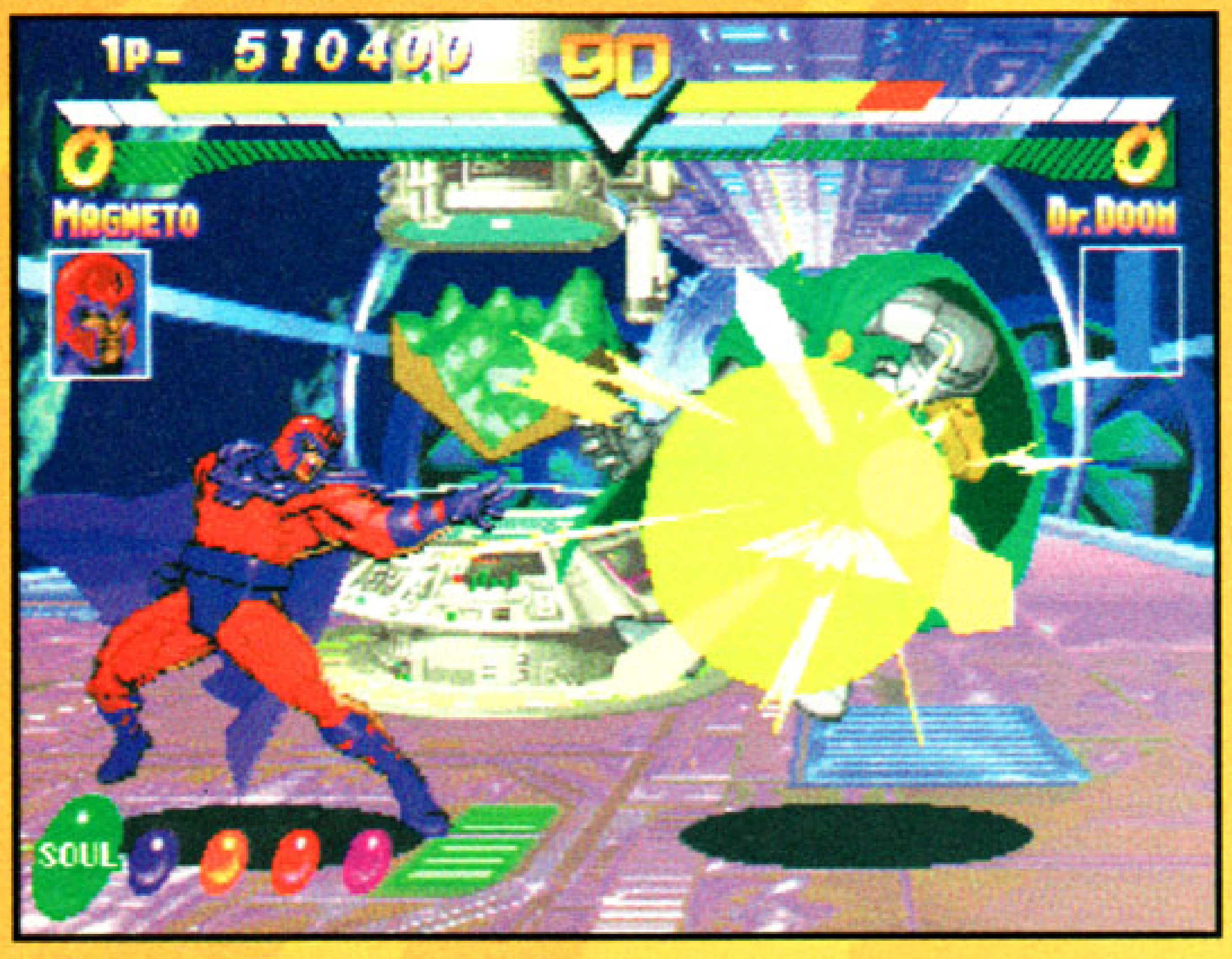
But still... enough of this yakkin' - on with the epic MSH onslaught!

Marvel Super Heroes is reviewed on page 70.

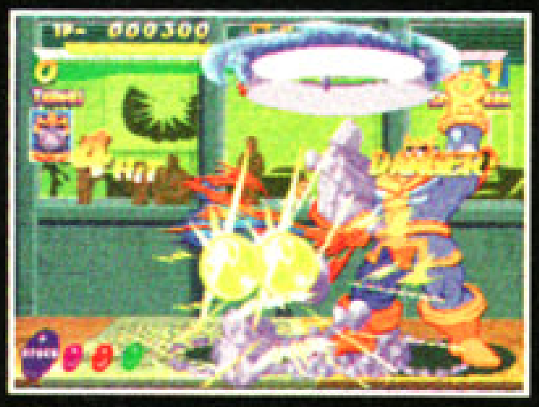








Doom versus Magneto - a fight we haven't witnessed in the comics yet.











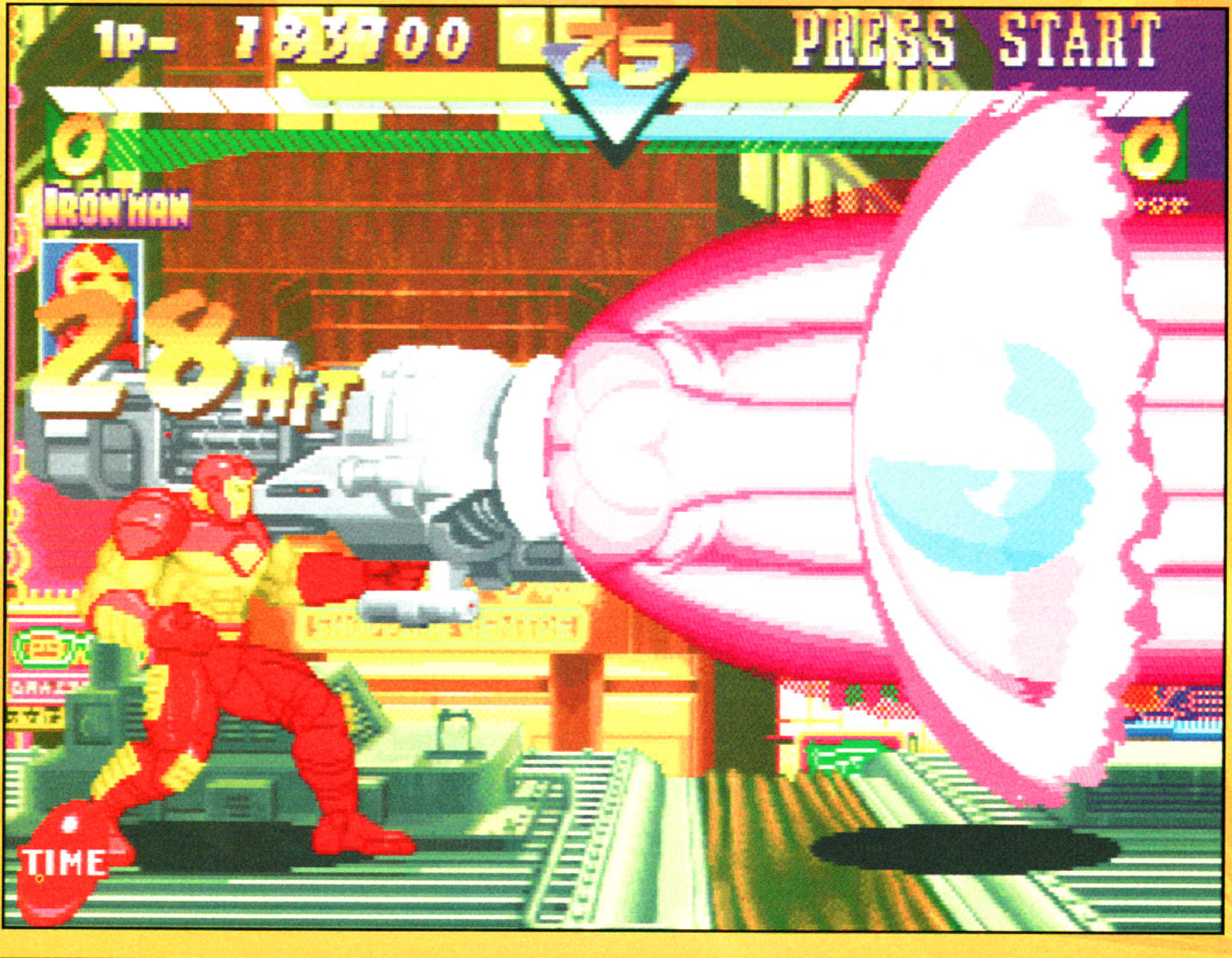
THANOS

Another secret character, exclusively revealed by SEGA SATURN MAGAZINE. Yes, the final boss in Marvel Super Heroes is playable if you know the secret code! So what's so good about Thanos eh? (apart from his comics rep as the guy who destroyed half the universe). Well, get this: he has an awesome super move FOR EVERY INFINITY GEM HE COLLECTS! Couple this with exceptional combination potential and stunning special moves and Thanos truly is a fighting powerhouse!



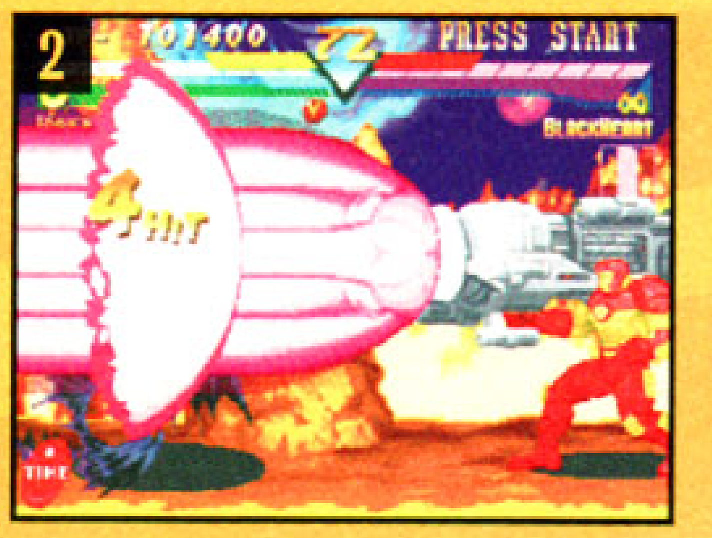


THE INVINCIBLE IRON MAN





1



2



3



4

INFINITY GEM Soul
COMMAND ⇩⇙⇦ with all three punch buttons
The Soul Gem is cool in that it refreshes Iron Man's energy, but also unleashes orbs of electricity. If these hit the opponent... ouch!

INFINITY ATTACK Proton Cannon
COMMAND ⇩⇘⇨ with all three punch buttons
An absolutely enormous attack! Iron Man summons his enormous proton gun and fires it at the opponent for around 29 hits! Such is the power!

SPECIAL MOVE Smart Bomb
COMMAND Same strength punch and kick together
Two smart bombs issue forth from Shellhead's armour, tracking to the point of your choice. And you can use it whilst airborne (as pictured).

SPECIAL MOVE Repulsor Blast
COMMAND ⇨⇘⇩⇙⇦ with any punch button
Iron Man's best "keepaway" move, this is designed to repel any opponents who attack from above. You can get a maximum of three hits with this.

Real Name: Anthony Stark
Occupation: Chairman of Stark Enterprises
Special Powers: Various weaponry built into his armour
Origin of Powers: Armour originally built to sustain his ailing heart.
Paraphernalia: None

When shrapnel hit his chest, Tony Stark was forced to use his electronic genius in order to save his heart. He built a chest plate to keep his heart going and then built up an entire suit of armour in order to escape from his captors. Now he uses the Iron Man armour for the cause of good, battling his own rogues gallery of villains and joining the Mighty Avengers! In Marvel Super Heroes, Iron Man specialises in keeping his opponents away with his myriad weaponry. An annoying, but effective tactic for sure.



5

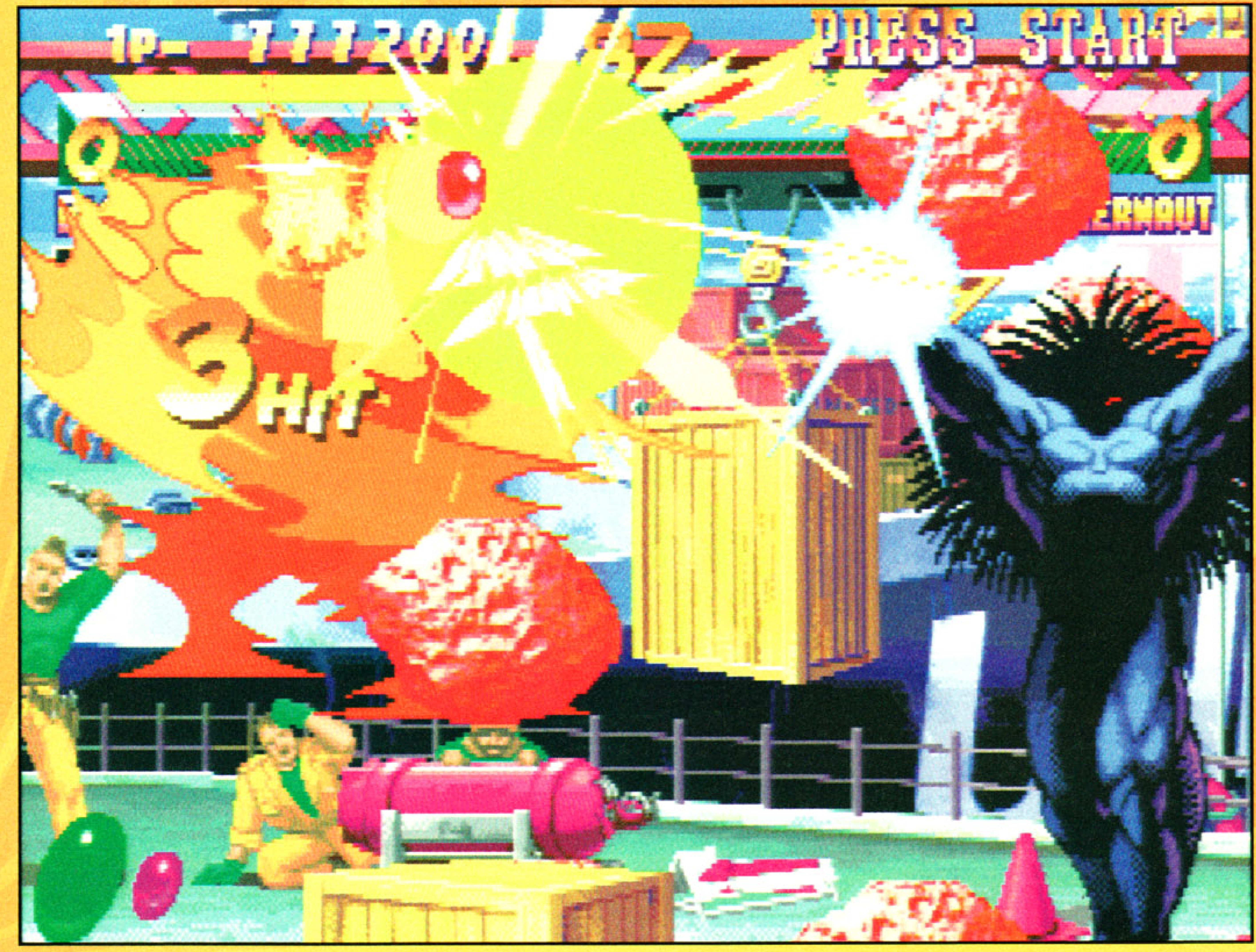


6

SPECIAL MOVE Uni-Beam
COMMAND ⇦⇙⇩⇘⇨ with any punch button
This is the equivalent of the Repulsor Blast for keeping away ground-based opponents. This laser-style attack can cross the entire screen and it can also be used while Iron Man is in mid-air!

SPECIAL MOVE Flying
COMMAND ⇩⇙⇦ with all three kick buttons
Iron Man's jet boots give him effective control of the air, just like Storm in X-Men: Children of the Atom. You can fly around as much as you want and rain smart bombs down on the opposition!

THE SATANIC BLACKHEART





INFINITY GEM Reality
COMMAND ↓↙← with all three punch buttons
One of the most straightforward gem effects in the entire game, the Reality gem causes Blackheart to come totally invisible.



INFINITY ATTACK #1 Armageddon
COMMAND ↓↘→ with all three punch buttons
Summoning the brimstone from Hades itself, Blackheart rains down molten boulders onto the head of his opponent on the far side of the screen.



INFINITY ATTACK #2 Heart of Darkness
COMMAND ↓↘→ with all three kick buttons
A geyser of energy floats Blackheart's opponent way up into the air, where the Dark One's little minions perform unspeakable evil on his foes.



SPECIAL MOVE Dark Thunder
COMMAND ←↙↓↘→ with any punch button
Blackheart is able to direct his patented lightning attacks in one of three directions dependent on which button is pressed during the attack.

Real Name: Blackheart
Occupation: Son of Mephisto
Special Powers: Demonic summoning effects
Origin of Powers: Derived from Mephisto
Paraphernalia: None

When a series of atrocities were committed on the same piece of ground throughout the millennia, the distilled evil brought about the creation of Blackheart, a being whose mere presence corrupts the souls of those around him. Living a tortured existence, Blackheart burns with hatred for his "father", the satanic Mephisto and seeks an end to his miserable existence. You don't get any more bizarre than Blackheart. He fights quite unlike any other Marvel character, being hopelessly slow, yet packed to the gills with awesome moves - his normal attacks look like special moves!

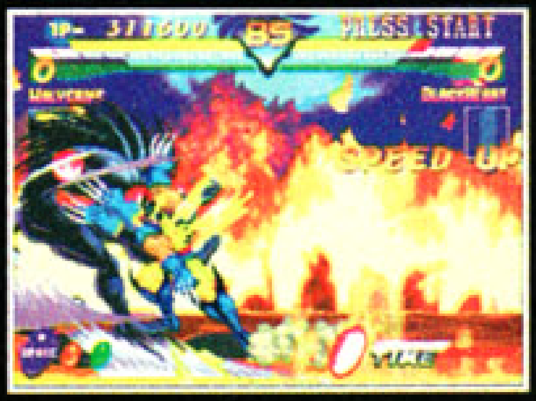


SPECIAL MOVE Inferno
COMMAND →↘↓↙← with any punch button
Demonic energy flies out from Blackheart with this attack. By double tapping medium or heavy punches, you get different types of inferno in addition to the usual ones.



SPECIAL MOVE Soul Absorb
COMMAND → (or ←) with fierce punch button
We figure that this is approximately the closest Blackheart gets to a throw. Move in close and unleash this baby to see the Dark One literally suck the soul out of his chosen victim!









WOLVERINE
The small little scrapper from X-Men: Children of the Atom is back! Quite possibly the cheesiest character in the history of Capcom games, Wolvers has actually been made less powerful since his previous outing. Although most of his moves are the same, they're just not quite so effective now. However, he can now do a powered-down version of his Berserker Barrage as a special move (D DF F with any punch), plus he has a new super-move - Weapon X! Activate this with D DF F D DF F and all three punches.
As with Psylocke, we've avoided giving him too much space because to be honest, he hasn't really changed THAT much from X-Men.







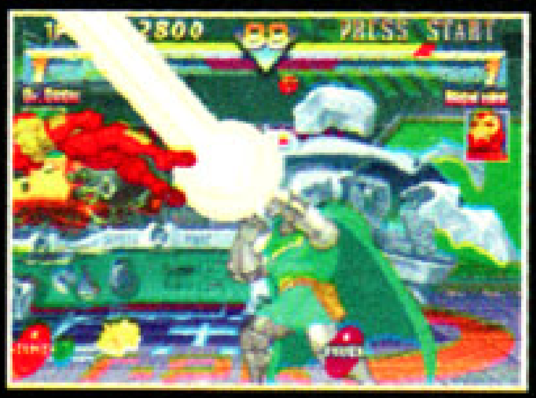






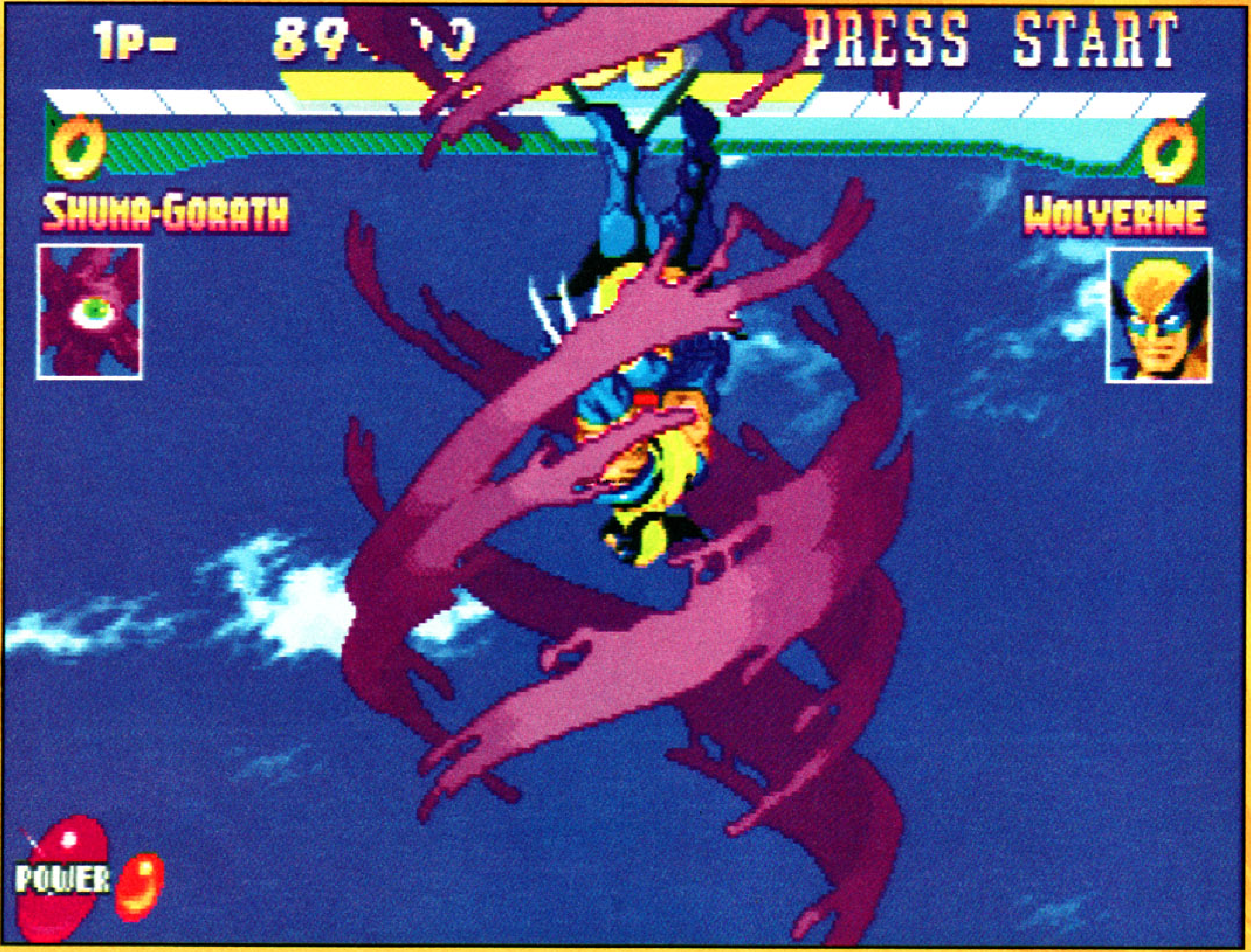
DOCTOR DOOM

The greatest super-villain in the history of comics is immortalised in Marvel Super Heroes and guess what? If you know the code he becomes A FULLY PLAYABLE CHARACTER! Let's just say that Von Doom is the most powerful 2D fighting character ever included in a videogame! His special moves (all loving recreated from weaponry he's actually used against the Fantastic Four in the comics) are all exceptionally powerful. And get this: even Boris, his loyal Latverian retainer joins him on one of his winning poses when his throne materialises!
His taunt is ace too, Doom just laughs at the ineptitude of his foe.



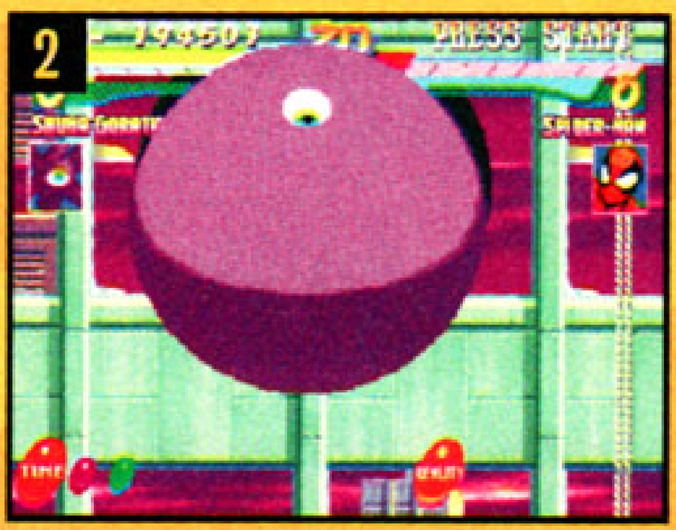


SHUMA GORATH: INVADER FROM ANOTHER DIMENSION!





INFINITY GEM Time
COMMAND ⇩⇙⇦ with all three punches
Once activated, the Time gem causes any hit that connects to turn Shuma Gorath's opponent into stone! Attack!



INFINITY ATTACK Chaos Dimension
COMMAND ⇩⇘⇨ with all three punches
Activate this and Shuma Gorath glows. One touch on the opponent from there causes him to engulf the opponent and then smash them down!



SPECIAL MOVE Mystic Stare
COMMAND Charge ⇦ then ⇨ with any punch
There doesn't appear to be any too mystic - it's just plain weird. Shuma Gorath's eyes detach from his body and shoot across the screen!



SPECIAL MOVE Mystic Smash
COMMAND Charge ⇦ then ⇨ with any kick
What we see here is Shuma Gorath turn into a spiked ball shaped object, bouncing around the screen causing all manner of problems for his foes.

Real Name: Shuma Gorath
Occupation: Super-Villain
Special Powers: Can reconfigure his body into any shape
Origin of Powers: Alien genetic make-up
Paraphernalia: None

Capcom were certainly getting a bit "bizarre" when they chose to include Shuma Gorath in their line-up of Marvel characters in that he is one of the most obscure villains ever! Basically, he used to crop up on occasion to threaten Doctor Strange with his megalomaniacal schemes.

However, as with Blackheart, Shuma Gorath is one of the most original fighting game characters ever conceived for a 2D beat 'em up. He doesn't have a huge range of moves because he doesn't need them. His normal moves are powerful enough!

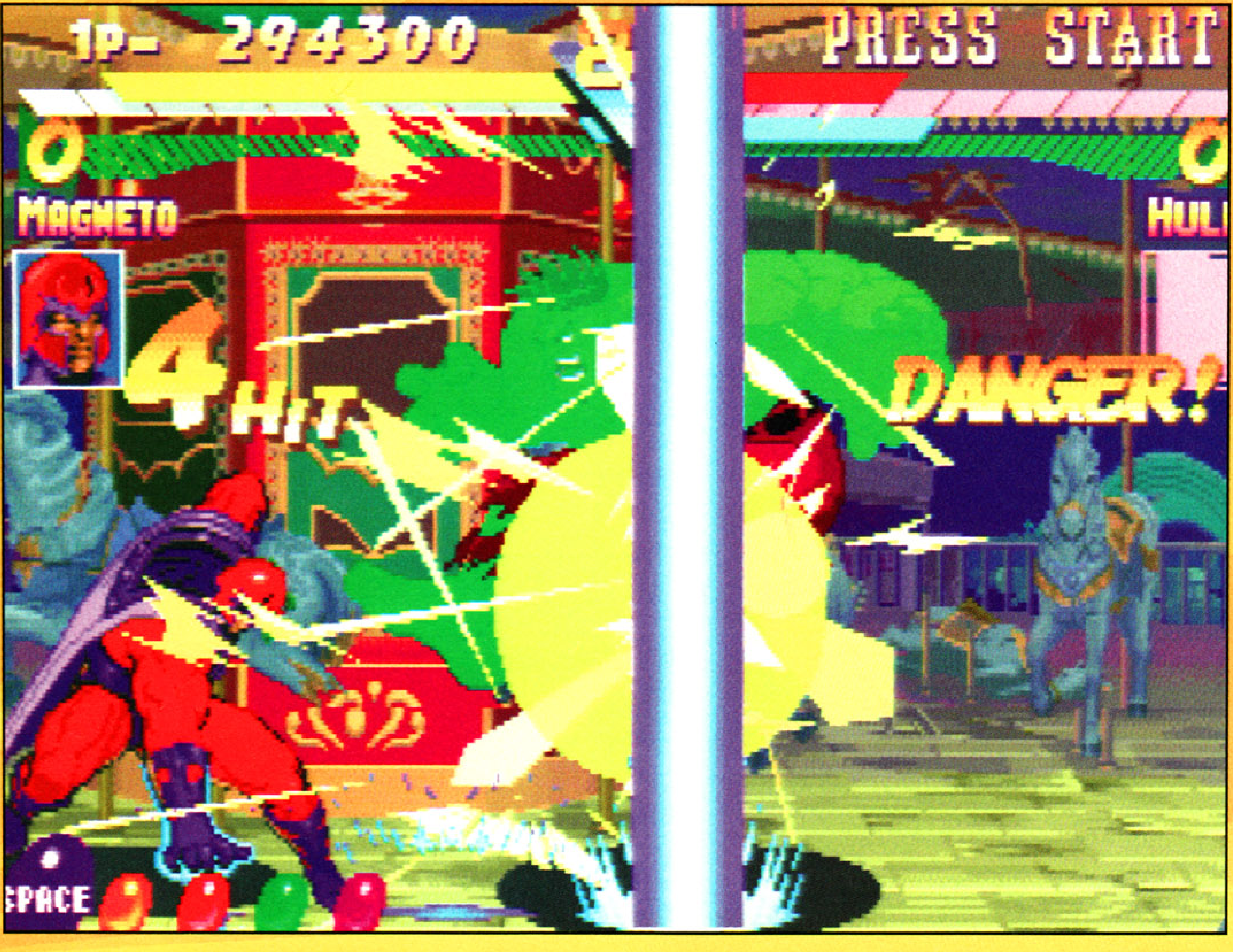


SPECIAL MOVE Blob Slam
COMMAND ⇩⇙⇦ with any kick
This is actually a throw of sorts, which sees Shuma Gorath grab hold of his foe, flinging them up into the air and then bringing them down heavily, causing a fairly healthy (but not for them) amount of damage.



SPECIAL MOVE Blob Drop
COMMAND Jump then ⇨ with mid-kick button
One of Shuma Gorath's less bizarre, but equally effective throws sees the alien one leaping up into the air. Then he turns into stone and comes crashing down on his enemy!

MAGNETO: MUTANT MASTER OF MAGNETISM!





1

INFINITY GEM Space
COMMAND ⇩⬃⇦ with all three punches
Once this gem has been activated, Magneto becomes encased in a magnetic shield which is totally unbreachable. Rain in the damage!



2

INFINITY ATTACK #1 Magnetic Shockwave
COMMAND ⇩⬂⇨ with all three punch buttons
This rips up the ground, shaking the entire screen! Very cool. Best used as an end-piece to a combo.



3

INFINITY ATTACK #2 Magnetic Tempest
COMMAND ⇩⬂⇨ with all three kicks
The Magnetic Tempest sees Maggy summon forth enormous chunks of metal. Not surprisingly, these are then sent flying at his opponent in double quick time.



4

SPECIAL MOVE EM Disruptor
COMMAND ⇦⬃⇩⬂⇨ with any punch button
This is quite similar to Iron Man's Uni-Beam attack although probably more powerful. It's the closest Maggy gets to a fireball. But it's better.

Real Name: Eric Magnus Lensherr
Occupation: Super-Villain
Special Powers: Complete control of the magnetic spectrum
Origin of Powers: Genetic mutation
Paraphernalia: Helmet helps prevent telepathic assault

One of the most tragic villains in the Marvel Universe, Magneto swore vengeance on humans across the world when his wife and child were murdered by those fearful of his emerging mutant powers. Now he is a symbol for mutant supremacy and will protect them at all costs.

Players of X-Men: COTA will recognise Magneto as one of the most fearsome opponents ever! Now you actually get to play as him and things aren't so cool as he has been significantly powered down since his debut outing. He's still plenty powerful though with some awesome supers!



5

SPECIAL MOVE Magnetic Wave
COMMAND ⇧⬃⇨ with any punch button
Not exactly the most useful move, here Magneto blasts a huge wave of EM energy right down in front of him. This is clearly a move best used for keeping opponents away.



6

SPECIAL MOVE Hyper Grav
COMMAND ⇨⬂⇩⬃⇦ with any kick button
One of Magneto's more potent moves, this causes EM globes to draw his opponents towards him, whereupon he can perform an awesome combination on them at his leisure!









PSYLOCKE

The telepath ninja is back and as improbably powerful as ever she was! Despite having no inherent super-powers, Capcom have seen fit to gift this character with a hell of a lot of clout! Regardless, Psylocke's basic moves list is pretty much the same, although there are some variations in how these moves can be used in combos. She can now teleport (F DF D DB B with any button) and has THREE super-moves! Try the Psi-Maelstrom (D DF F with all three kicks) and the Kochou Gakure (D DB B with all three punches). Other than she remains much the same as she was in X-Men: Children of the Atom - a super-swift, combo queen!





SHOWCASE

LAST BRONX

MOVES LIST PART ONE

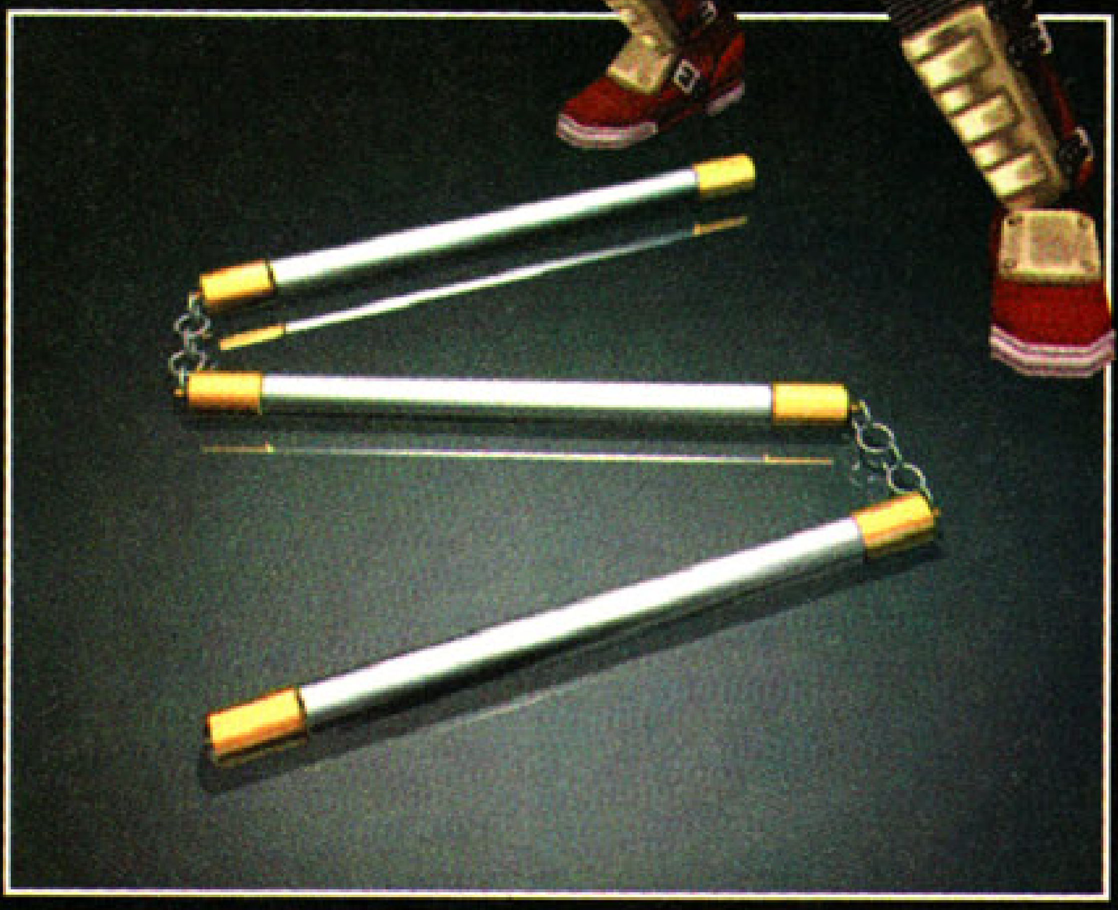
After literally months of hype, Sega's latest beat 'em up to take the Saturn by storm is destined for release any time now. After being awarded a cool 92% in this very issue, we've decided to follow-up our coverage of Last Bronx with the first of a two-part guide detailing all the moves for each of the characters and a brief look and the complex plot synopsis. There'll be more next month!

Game Alias: **YUSAKU**
Name: **Yusaku Kudo**
Weapon: **Sansetukon**
Age: **19**
Height: **171cm**
Weight: **66kg**
Gang: **Neo Soul (Bikers Team)**
Stage: **Naked Airport**

As the former third in command of the legendary biker gang, Soul Crew, Yusaku is largely considered to be the hero of Last Bronx. After the sudden mysterious death of the leader of the Soul Crew posse, the other members of the gang dispersed, leaving the burden of responsibility firmly on Yusaku's shoulders. After overcoming his doubts about the future, Yusaku attempts to keep the spirit of the Soul Crew gang alive by forming the Neo Soul gang.

As the leader of the new gang, Yusaku has been summoned to the Last Bronx tournament, in a battle for supremacy and facing his old adversely, Kurosawa. Armed with a Sansetukon three-sectioned staff, Yusaku dispenses punishment to his opponents at any range, with an especially effective shoulder tackle to put his opponent out of commission.







As leader of the Neo Soul gang, Yusaku is considered the hero of Last Bronx, with some devastating Sansetukon attacks.



Yusaku's floating attacks send opponents flying helplessly into the air, allowing for a devastating follow-up combination attack.

BASIC ATTACKS	
Punch	P
Beat Spin	PK
Double Punch	PP
Double Beat Hi Side	PPK
Triple Punch	PPP
Triple Punch With Spin Kick	PPPK
Triple Punch With Low Kick	PPP⇩K
Combo Over Top	PP⇧P
Open Beat	⬀P
Open Beat Axle	⬀PK
Sit Beat	⇩P
Uppercut	⇩⬁⇨P
Upper Swing	⬁P
Crop Hammer Punch	⬁⬁P
Soul Swing	⇦P
Double Soul Swing	⇦PP
Burning Soul	⇦PPP
Sonic Elbow	⇦⬁P
Spinning Level Punch	⇦⇨P
Swing Punch	⇨P
Double Swing Punch	⇨PP
Power Loop	UP
Hi Kick	K
Middle Kick	⬁K
Fly Wheel Kick	⇨⇨K
Head Bash Kick	⇧K
Screw Kick	K+G
Double Screw Kick	K+GK
Low Spin Kick	⇩K+G
Dual Knock	⬁P+K
Exhaust Storm	⇩⬀⇦P+K
(Low Sweep)	⇦⬁P+K
Shoulder Tackle	⇦⇨⇨P+K

THROWS	
High Speed Brain Buster	P+G
Elbow Shoulder Attack	⇨⬀⇨P+K
D-Stroke V-Type Impact	⬀⇨P
Crank Throw	⇨⬁⇩P
(CROUCH) High Speed Brain Buster	⇩P+G

DOWN ATTACKS	
Two Wheel Shoot	⬁P
Jump Beat	⇧P





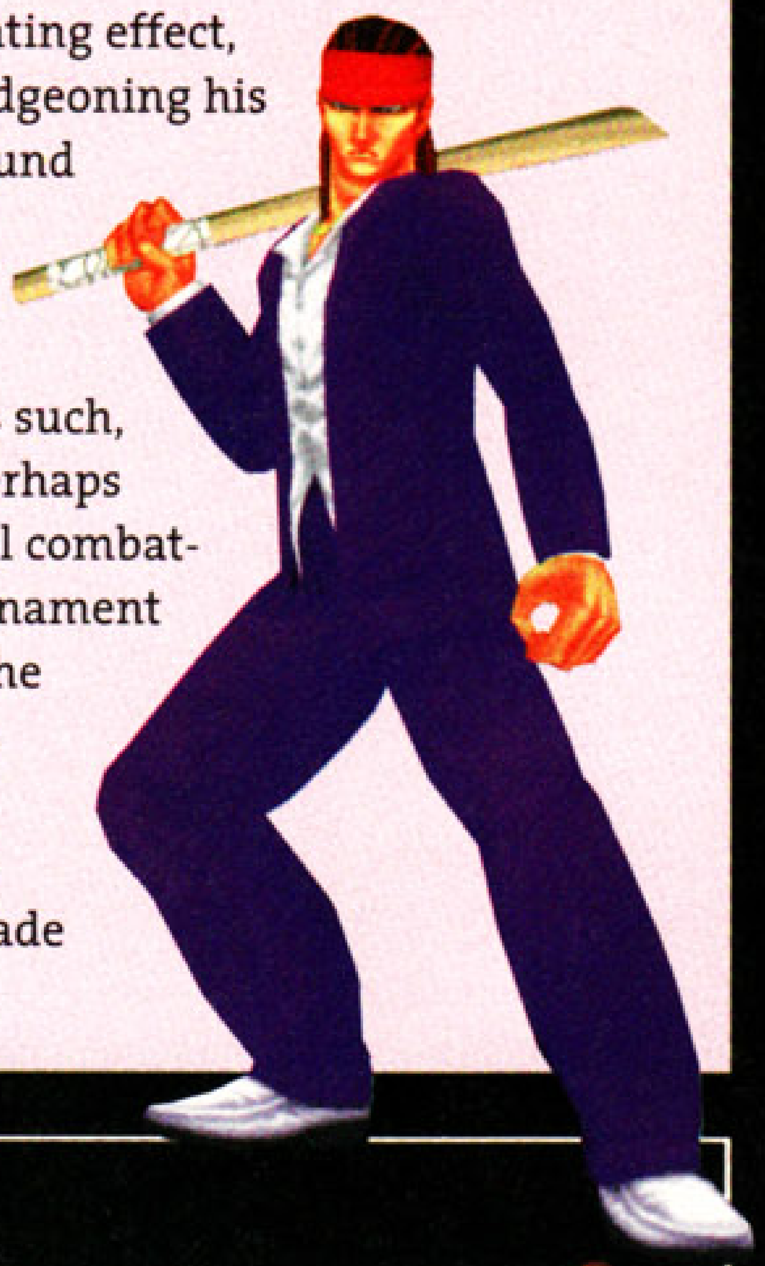
Yusaku's weapon-based attacks are amongst the most spectacular in the game, with awesome blur effects ensuing.



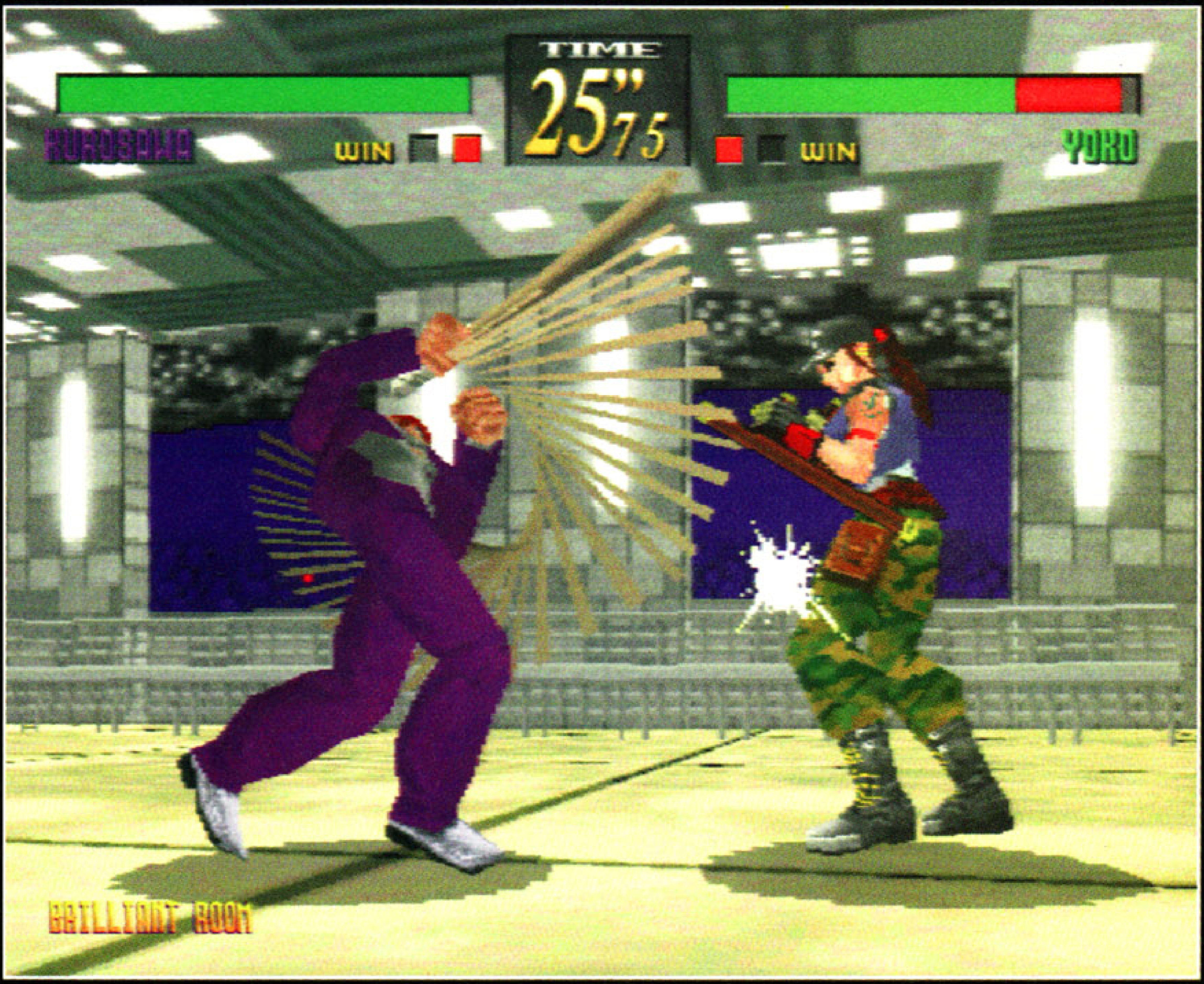
Game Alias: **KUROSAWA**
Name: **Toro Kurosawa**
Weapon: **Bouken**
Age: **25**
Height: **177.5 cm**
Weight: **71 kg**
Gang: **Ropponogi Hardcore Boys (Playboy Team)**
Stage: **Radical Parking Lot**

Aside from being the notorious leader of the Ropponogi Hardcore Boys, very little is known about the mysterious Kurosawa. The feared and reviled leader has an immense dislike for Yusaku and the remnants of the Soul Crew posse, viewing the ensuing chaos in the aftermath of their break-up as an opportunity to wipe them out once and for all.

Kurosawa's fighting style is quite unique, being a variant of the ancient Kendo martial art. His repertoire of ultra-violent attacks are largely based around the use of his wooden sword (Boku-to), which he uses to devastating effect, repeatedly bludgeoning his opponents around the head until they collapse in submission. As such, Kurosawa is perhaps the most brutal combatant in the tournament and hence, is the final opponent players face when battling through in arcade mode.







BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Triple Punch	PPP
Crouch Punch	⇩ P
Uppercut	⇩⬉⇨P
Short Uppercut	⬉P
Uppercut & Straight	⬉PP
Wind Godfist	⬉⬉P
Disorder Punch	⇦P
Double Disorder Punch	⇦PP
Triple Disorder Punch	⇦PPP
Slant Low Sweep	⇦⬉P
Middle Thrust Punch	⇦FP
Body Blow	⇨P
Smash Punch	⇨⇨ P
Hi Kick	K
Quick Low Kick	⇩ K
Low Kick	⬇K
Middle Kick	⬉K
Dashing Kick	⇨⇨K
Beat Knuckle	P+K
Step in Straight	⬉P+K
Straight	⇦P+K
Palm Shot	⇨ P+K
Triple Palm Shot	⇨ P+K P
Head Attack	⇨⇨ P+K

THROWS	
Strike Body	P+G
Trample Down	⇩⇩ K+G
Punishment	⇩⬉⇨P+K
Kurosawa's Anger	⇨ ⬉ ⇩ ⬈ ⇦P+K
Neck Cutter	⇨⇩⬉P+G
(CROUCH) Strike Body	⇩P+G

DOWN ATTACKS	
Ground Attack	⬉P
Pounce	⇧P
Ground Thrust	⬉K





No other character in Last Bronx has the ability to drain an opponent's energy bar like Kurosawa.



Kurosawa's brutal moves look quite spectacular indeed.



Kurosawa's range of throws may appear familiar to Street Fighter veterans, with various fireball attacks in evidence.



Game Alias: **YOKO**
Name: **Yoko Yoko**
Weapon Used: **Tonfa**
Age: **20**
Height: **163.5 cm**
Weight: **49kg**
Gang: **G-Troops (Survival Game Team)**
Stage: **Lust Subway**

Yoko is the founding member of the G-Troops gang, which began as a survival game squad but quickly evolved into a martial arts and tactics training group. The group quickly gained a reputation as a formidable fighting force, mastering the complex military fighting techniques and gaining a place in the tournament.

The original leader of the G-Troops gang was Yoko's brother, but he was seriously wounded after repeatedly snubbing the invitation to the secret fight. Hence, Yoko took over leadership of the gang, doing battle in the tournament for the honour of G-Troops and that of her wounded brother.

Yoko herself is a deadly opponent, with a lethal array of kicks which enable her to float her opponent into the air, before repeatedly pummelling their defenceless body with her Tonfa weaponry. Her boyish characteristics have also attracted the attention of blonde bombshell Nagi, whose lesbian tendencies form part of the complex plot synopsis.





Yoko's tonfa weapons make her a formidable opponent.







Alongside Kurosawa, Yoko is possibly the office favourite.

BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Double Punch & Kick	PPK
Double Punch & Double Kick	PPKK
Double Punch & Hi-Low Kick	PPK⇩ K
Triple Punch	PPP
Triple Punch with Kick	PPPK
TriplePunch With Low Kick	PPP⇩ K
TriplePunch With Air Raid Kick	PPP⬂K
Twist Shot	⬀P
Crouch Punch	⇩P
Uppercut	⬁P
Uppercut & Kick	⬁PK
Back Knuckle	⇦P
Back Knuckle & Kick	⇦PK
Double Back Knuckle	⇦PP
Vertical Punch	⇦⇨ P
Vertical Double Punch	⇦ ⇨PP
Smash Elbow	⇨ P
Middle Straight Punch	⇨⇨ P
Hi Kick	K
Toe Kick	⇩ K
Low Kick	⬇K
Middle Kick	⬁K
Knee Assault	⇨ K
Heel Drop	⇨⇨ K
Air Raid Kick	⬃K
Step Inside Kick	K+G
Double Hi Kick	K+GK
Hi & Low Spin Kick	K+G⇩ K
Low Spin Kick	⇩ K+G
Double Hammer	P+K



Yoko's throw sends Joe flying helplessly into the air, allow her to land a couple of hits as he descends to the ground.



THROWS	
Holding Arm Throw	P+G
Strangle Throw	⇦P+G
Reverse Throw	⇦⇨ P+K
Neck Throw	⇦⬀⇩⬁⇨ P
(CROUCH) Holding Arm Throw	⇩ P+G

DOWN ATTACKS	
Circular Swing	⬁P
Para Troopers Attack	⇧ P



Game Alias: TOMMY
Name: Tomiie Hiroshi
Weapon: Battle Stick
Age: 18
Height: 165.5 cm
Weight: 54 kg
Gang: Helter Skelter (Border Team)
Stage: Cross Street

Tommy is not a member of any particular gang as such, but rather spends his time snowboarding, skateboarding and listening to hip-hop and thrash metal music. He's basically a typical LA boarder, but on occasion travels to Tokyo to visit his parents where he frequently runs into trouble. There he likes to skate through downtown Tokyo undisturbed, resenting having to avoid gangs and respect their turf. Hence Tommy's involvement in the secret tournament.

Tommy's fighting style is derived from years of training by the same sensei who taught fellow Last Bronxer, Lisa. Tommy has fallen hopelessly in love with her, but alas his adolescent love is unrequited. Nevertheless, this proves an added incentive for taking part in the secret fight. Each of his techniques are based around the use of his battle stick, creating huge spiralling blur effects as he executes some tricky spins, connecting with opponents at any range.









BASIC ATTACKS	
Punch	P
Punch & Kick	PK
Double Punch	PP
Double Punch & Kick	PPK
Triple Punch	PPP
Turn Punch	↙ P
Double Turn Punch	↙ PP
Double Turn Punch & Kick	↙ PPK
Crouch Punch	↓ P
Uppercut	↘ P
Double Uppercut	↘ PP
Face Crasher Punch	↘↘P
Back Beat	←P
Double Back Beat	← PP
Triple Back Beat	←PPP
Low Sweep	←↘ P
Double Low Sweep	←↘PP
Shaped Punch	← → P
Crossing Shaped Punch	←→ PP
Elbow	→P
Tornado Punch	→↘↓ P
Middle Straight Punch	→→ P
Jump Low Punch	↖P
Jump Low Punch Combo	↖ PP
Hi Kick	K
Low Kick	↓ K
Middle Kick	↘ K
Spiral Kick with Pole	↖K
Low Spin Kick	↓↓K +G
Spin Stick	P +K
Spin Stick & Low	P +K↓ P +K
Upper Stick	← P +K
Long Range Stick	←→→ P +K
Straight Punch	→ P +K





THROWS	
Twist Throw	P +G
Hanging Throw	↓↙←P
Leg Hold	←↙↓↘ →K +G
Double Arm's Pressure	→←→ P +K
(CROUCH) Twist Throw	↓ P +G

DOWN ATTACKS	
Ground Attack	↗P
Pounce	↑P
Ground Attack D	↗P +K

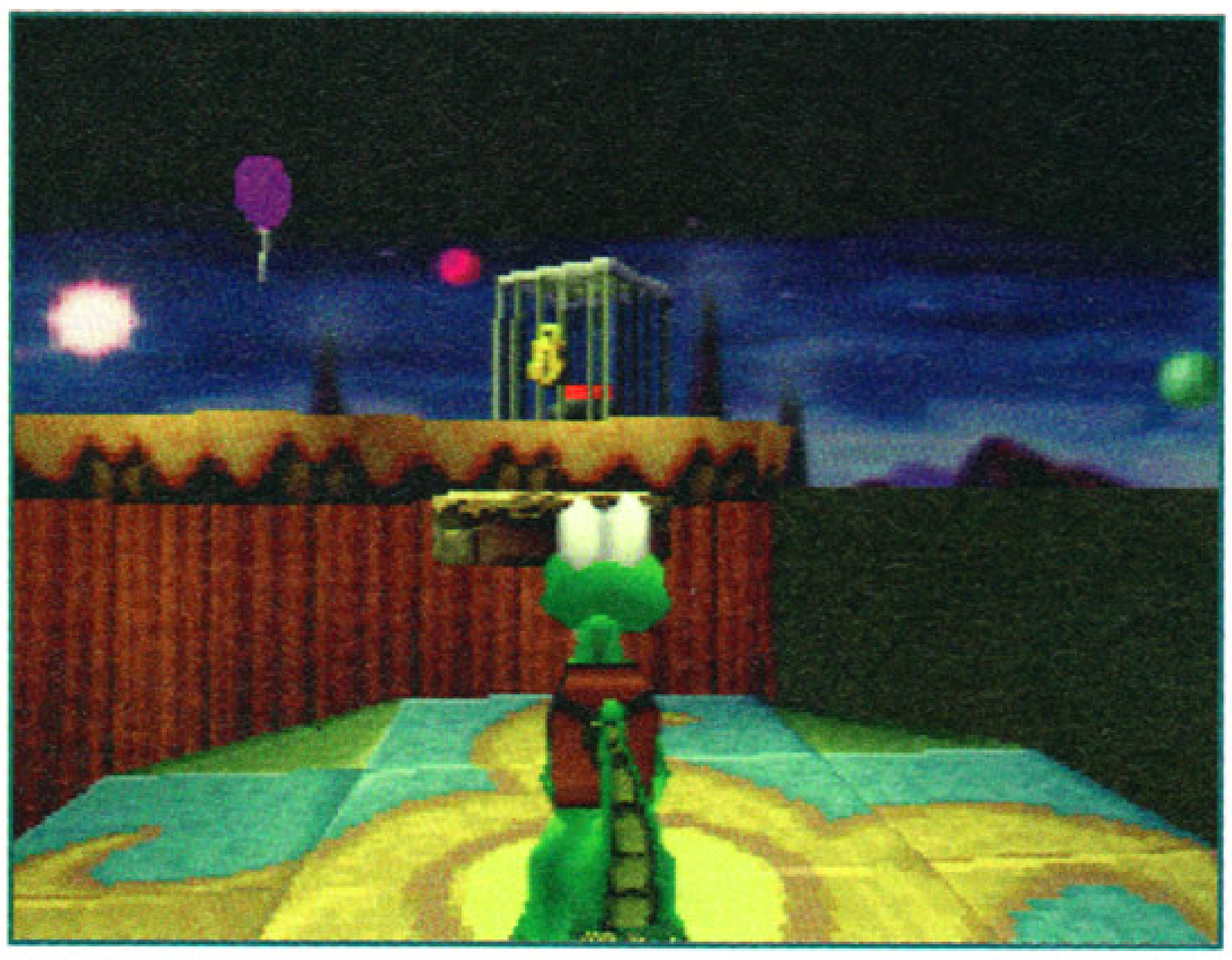


Whilst Tommy's moves may look cool, they're invariably crap.



Make it Snappy!









"Oy, ya ponce! Get me outta here!" A caged Gobbo gives Croc an ear-bending.





Smooth and silky, Croc's visuals are a testament to the Saturn's power.

As last month's EXCLUSIVE Croc coverage revealed, Fox Interactive look set to wow Saturn owners with an awesome 3D platformer. As a November release date looms ever closer, MATT YEO provides a further glimpse at the rockin' adventures of this rascally reptile.

Thirty days may not seem like too long in the cosmic scheme of things but for a talented developer such as Argonaut, it's plenty of time to enhance and improve the many features that will make Croc: The Legend of the Gobbos a sure-fire Saturn smash. Last issue we gave you a first look at Fox Interactive's little green guy, exploring a handful of the game's many levels and revealing just how intuitive the finished gameplay will be. This month we're sticking with this scaly superstar and taking an in-depth look at some of Croc's finer features, with more wacky bosses, puzzle-solving and even the added bonus of an interview with the game's talented creators, Argonaut!



Later levels are receiving a few graphical tweaks, but Croc is still on schedule.



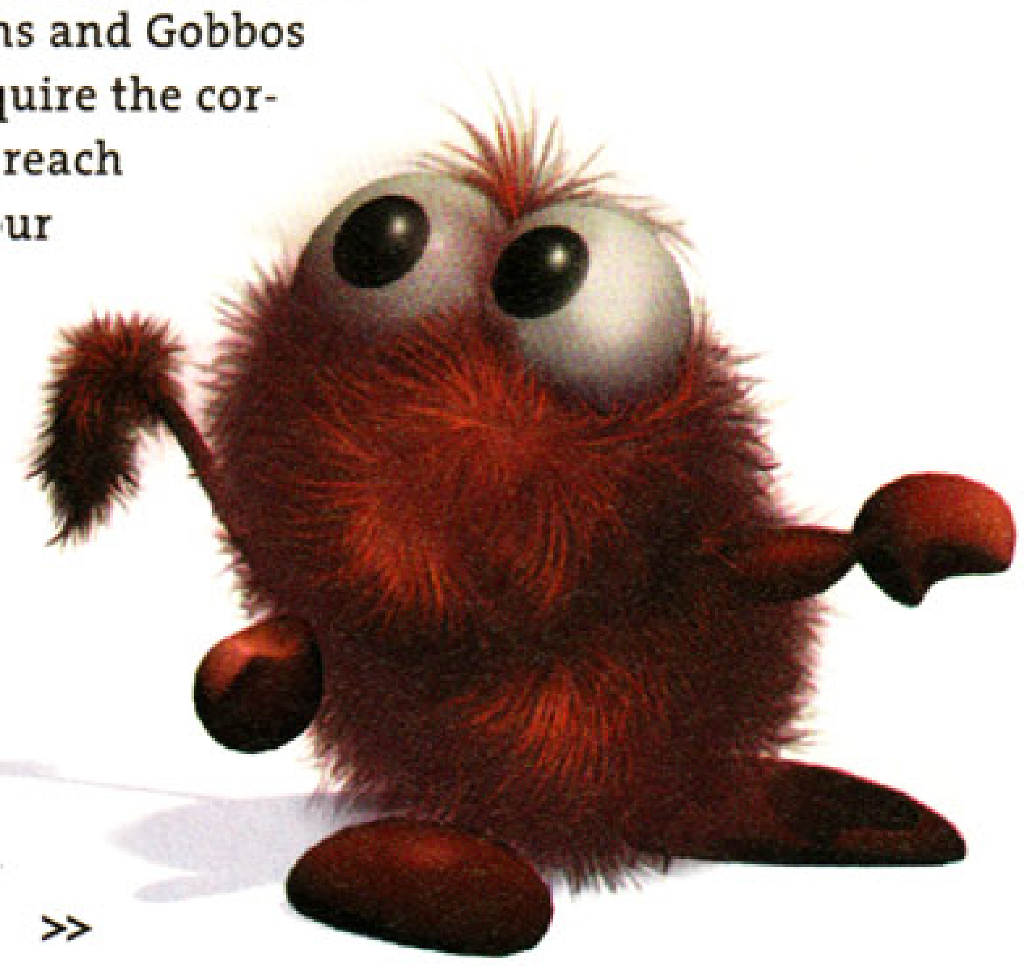


Crossing chasms and leaping over lava, our boy Croc's a nimble little bugger.

SUPER PUZZLE FIGHTER TOO

While the main thrill for players promises to be Croc's smooth 3D world, an environment that's just begging to be explored with the Saturn's essential analogue pad, the game contains a number of tests and mini-puzzles to solve en route. Chief among these is the collection of magical crystals. While these shiny baubles also extend Croc's life, the crystals are often located in all manner of seemingly inaccessible places. Initial levels may be flat and fairly featureless but collecting items on later stages requires players to master the game's controls (a simple enough task) in order to reach these precious items (slightly trickier).

So for instance, as soon as Croc enters a level, players will be aware of a number of crystals, magical gems and Gobbos just waiting to be collected. This may then require the correct positioning of movable blocks in order to reach higher platforms, dangling precariously by your fingertips or swinging beneath a passing creature in order to collect your prize. Within the blink of an eye, players will find themselves preforming all manner of aerial acrobatics and precise positioning while snatching goodies left, right and centre.



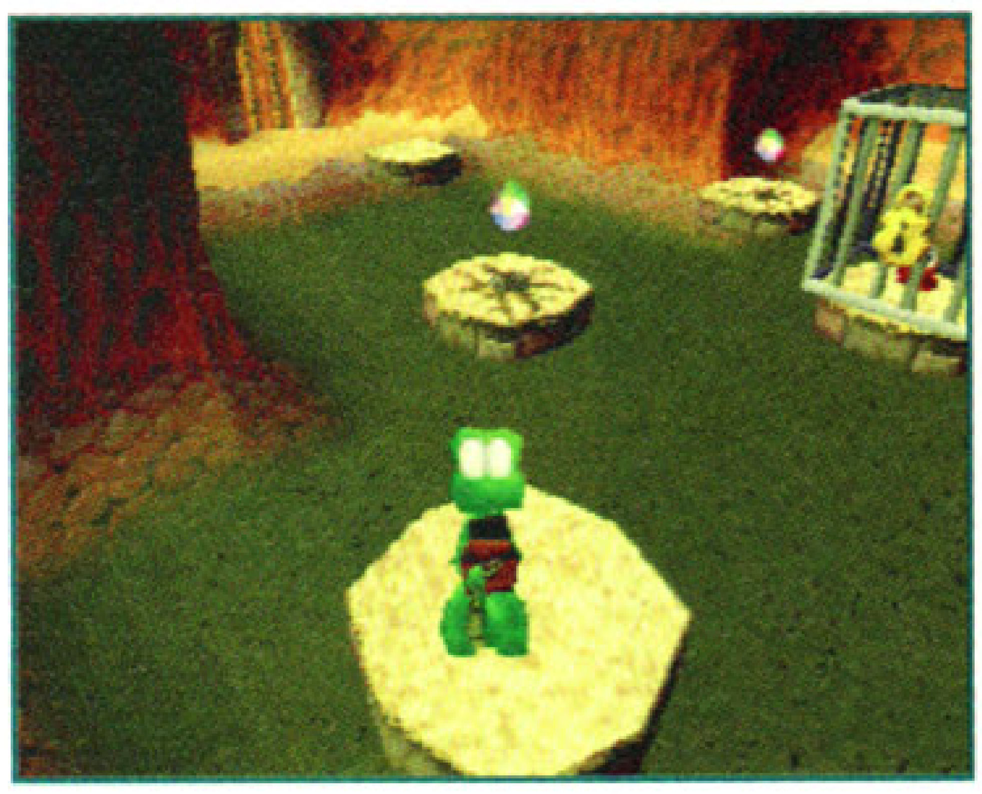
MAP TO THE FUTURE

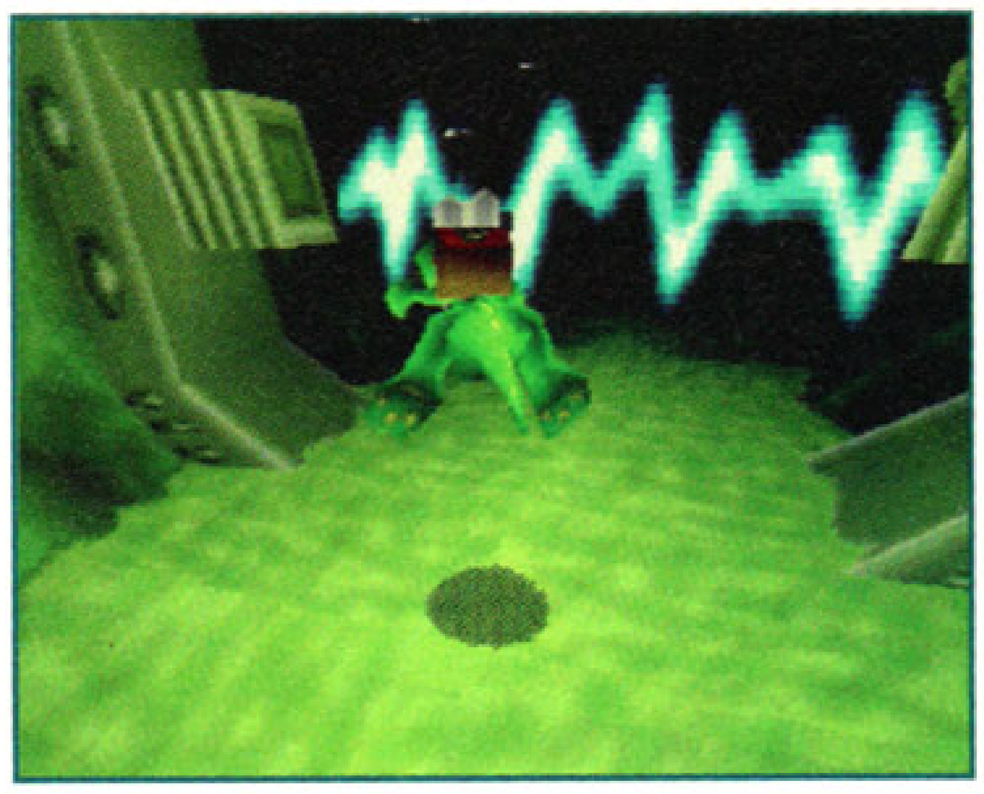
With a comfortable control method easily mastered, confident players will begin taking more of a gamble to gain their rewards. >>

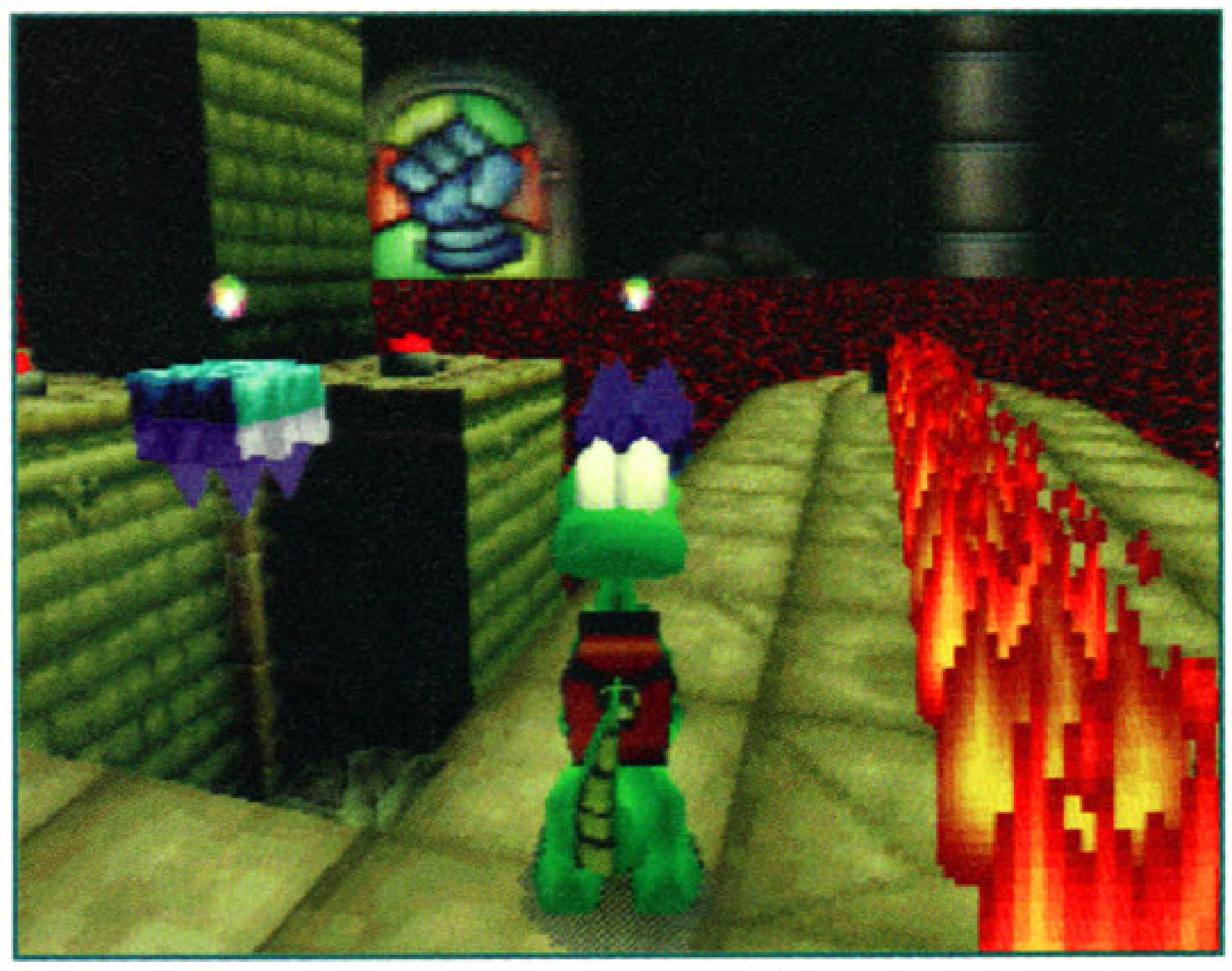




Hey, who needs Mario 64 when Argonaut have the talent to whip up as stunning a Saturn game as Croc?

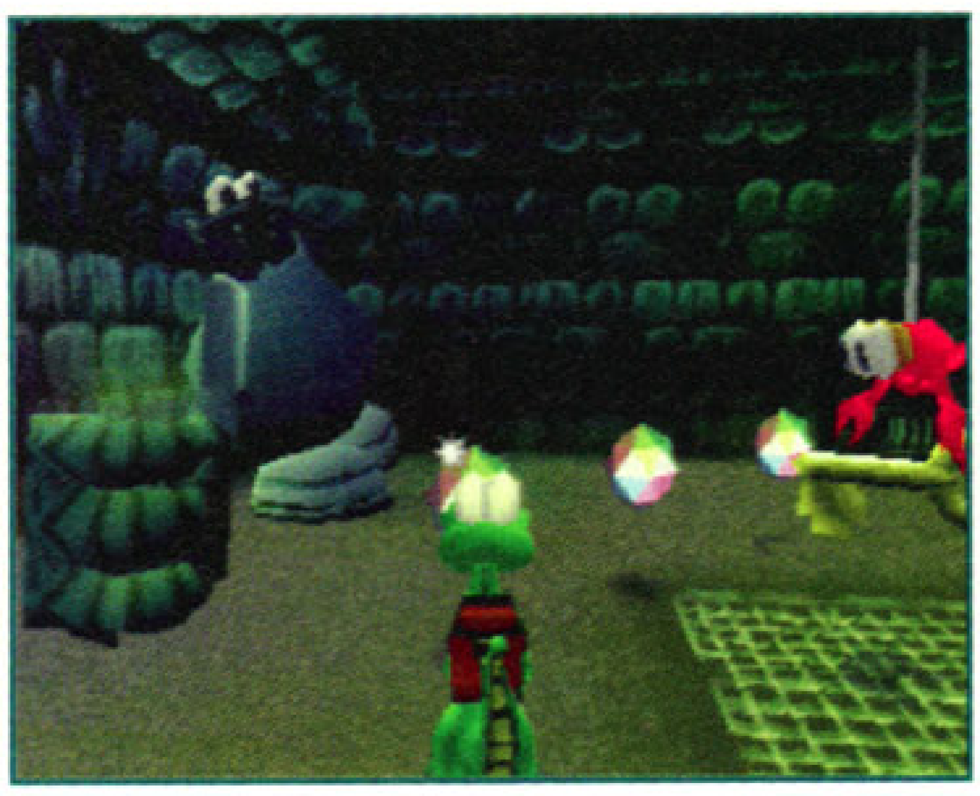


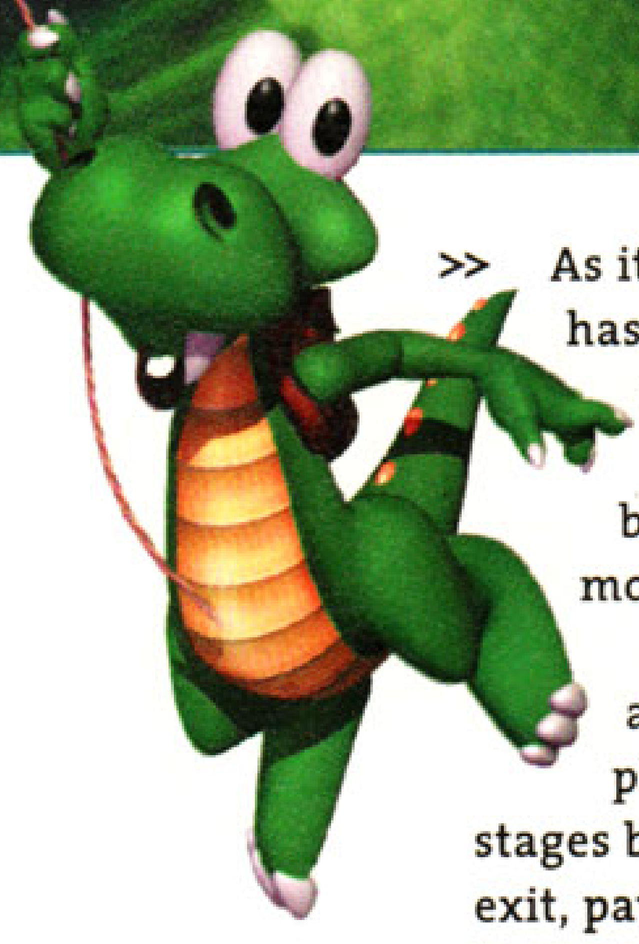


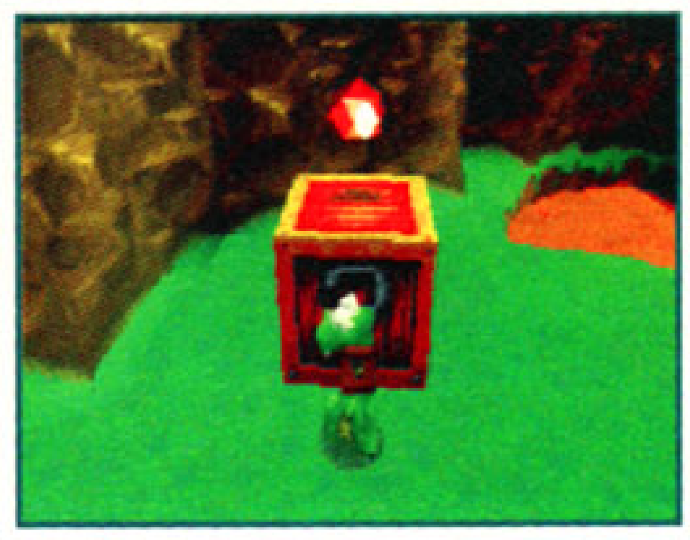


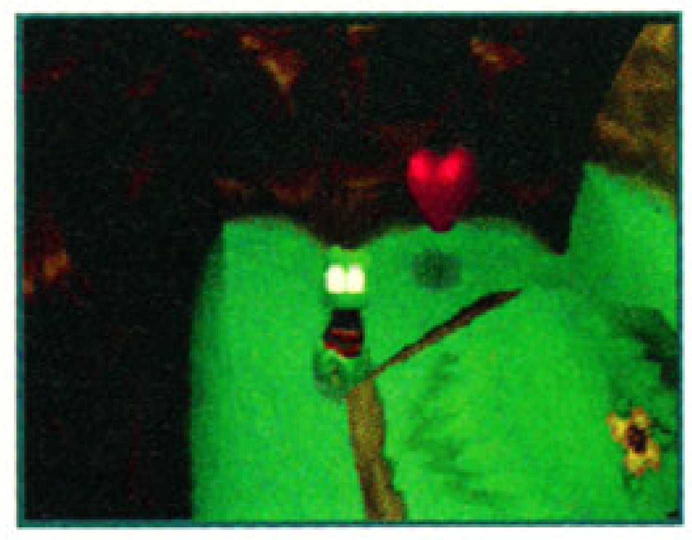
Glitching and scenery pop-up are virtually non-existent thanks to Argonaut.











Traditional platform game elements in full effect. Croc bottom-bounces crates, collects hearts and crystals, trashes bad guys and tackles bonus levels.

>> As it's possible for Croc to reenter any island stage that he has completed, our hero can now retrace his steps and further explore earlier levels with his newfound skills. Hidden platforms, concealed handholds and bonus doors now present themselves, opening up even more of the game's 60+ levels.

In fact multiple routes are one of the more enjoyable aspects of Croc. It's not exactly difficult for novice players to blast their way through numerous earlier stages but the real fun comes from exploring every possible exit, path and secret portal. Some routes lead to humourous bonus games and extra lives, while others act as short cuts or encounters with mid-level bosses.

PICK 'N' MIX

No platform game would be complete without pick-ups or collectible items. The world of Croc is no exception with our fang-faced friend getting his claws on all manner of handy objects. We've already covered crystals and extra lives but there are plenty of other goodies for players to obtain on their travels. Ruby red hearts are usually scattered throughout each stage, increasing Croc's healthy significantly and working in tandem with the aforementioned crystals. Special keys are used to free imprisoned Gobbos from Baron Dante's evil clutches, rainbow crystals provide access to bonus levels and as for the enigmatic jigsaw pieces... their mysterious purpose will be revealed next month.

While most pick-ups are located in plain sight, there are also a number of hidden items to obtain that have varying effects on both Croc and his enemies. From temporary invisibility to momentary paralysis, these pick-ups often prove to be real lifesavers.

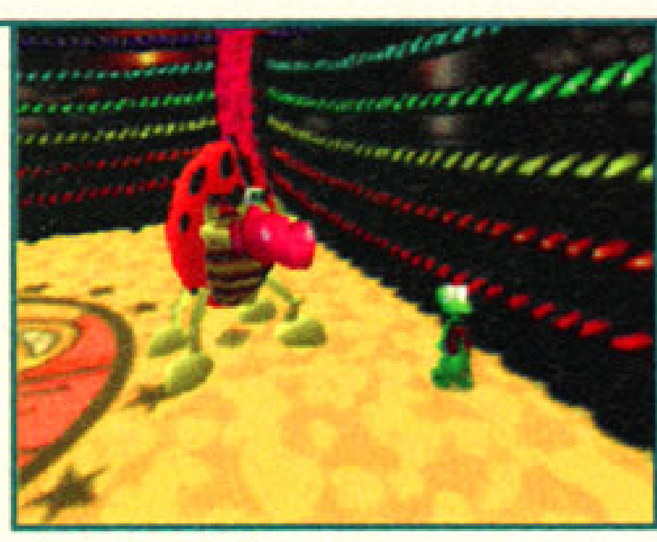


CREATURE FEATURE

When players finally encounter any of Croc's numerous boss character's, they're left in no doubt as to the size and threat of these wacky wonders. Appearing every few levels, these mid and end-of-level guardians prove to be a right royal pain in the butt, constantly hampering Croc's island travels. To herald their arrival, each boss is introduced with a clever FMV clip showing Baron Dante using his evil powers to transform a hapless island inhabitant into a monstrous menace. Croc's Rogues gallery includes the following freaky faces:



Tooty the Feeble



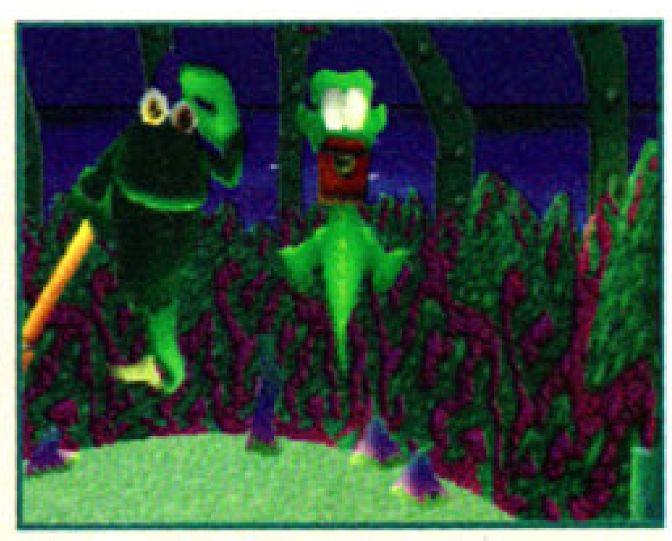
Flibby the Ladybug



Chumley the Rocket Man



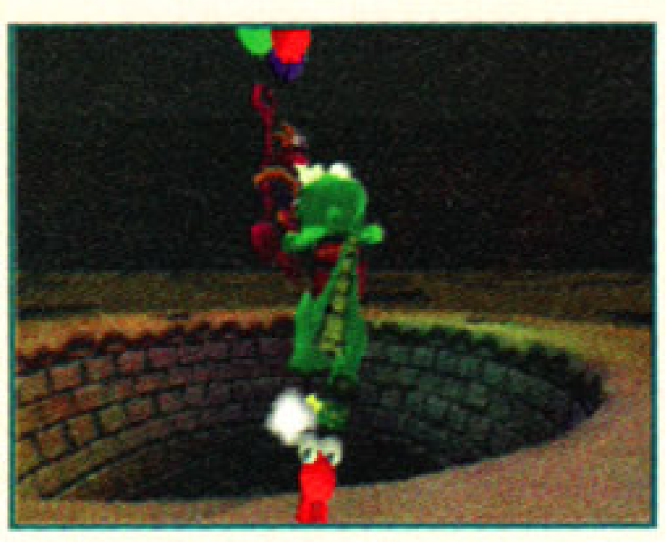
Itsy the Ice Demon



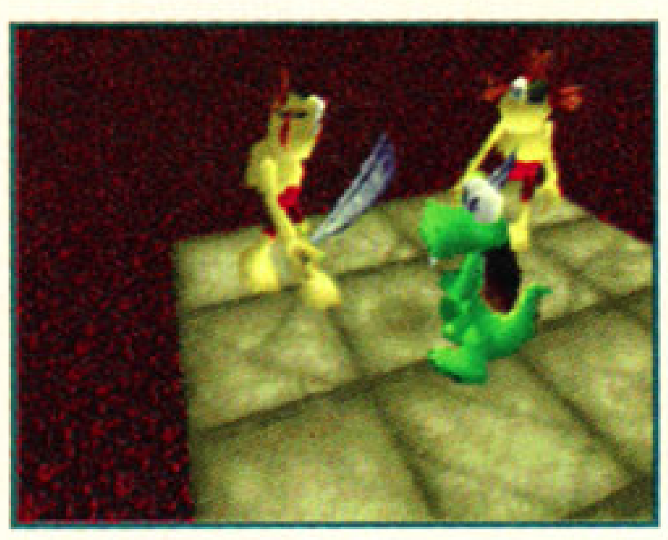
Neptuna the Tuna



Cactus Jack



Fosley the Balloon Man



Swipe Swiftly



Platform Pete



Baron Dante

EXCLUSIVE ARGONAUT INTERVIEW!

To discover how Argonaut created such an awesome 3D platformer, SEGA SATURN MAGAZINE spoke to the company's founder, gaming guru Jez San, to find out what makes Croc tick.



SSM Could you tell our readers a little about Argonaut's history and its current relationship with Fox Interactive?
JS Argonaut was founded in 1982 by me. I started off doing the odd bit of computer and security consulting ('cos I was an ex-hacker) and eventually got into programming games with Skyline Attack on the C64. In the mid-Eighties I did StarGlider which was very successful. Fifteen years on and we're now 120 people strong and growing rapidly.

We started Croc as a concept in 1994, it looked very different then. We worked on it until we had a prototype game in 1996. We then showed it to a number of publishers and had several offers around E3 last year. One of the companies that stood out was Fox. Not only did they want to make it their first 'original' game but they were keen on taking it into other media and would be well placed to turn it into another Simpsons or King of the Hill. Fox's advances were not the largest we had been offered, but we knew the company well, thought they would do a great job, and liked the prospects of full media coverage. We also had another game in development with Fox (Alien Resurrection due out in early '98).

SSM Can you tell us how the concept of Croc began?
JS Early in '94 we were experimenting with doing a 3D platform game. We wanted to be the first in the world at tackling this genre. We showed our early work to Nintendo and they liked it but said they had something similar in development. A year and a half later they launched Mario 64. It's possible that the visuals we showed them gave them some ideas about how it might look, but on the other hand it could have been a total coincidence. Our goal was to take all the fun elements of classic 2D platform games (Mario, Sonic, Yoshi's Island) and produce a new twist in 3D.

SSM What are the team's main aims and objectives with this particular project?
JS To make the most fun 3D game that all age groups will enjoy. The young will love the characters, the worlds, and amazing graphics. The old will love the gameplay, the freedom of movement, the music and the special effects. We learned a lot by working with Nintendo on StarFox and Stunt Race. Miyamoto is the GOD of game design, and we hope we've done a game he would appreciate.

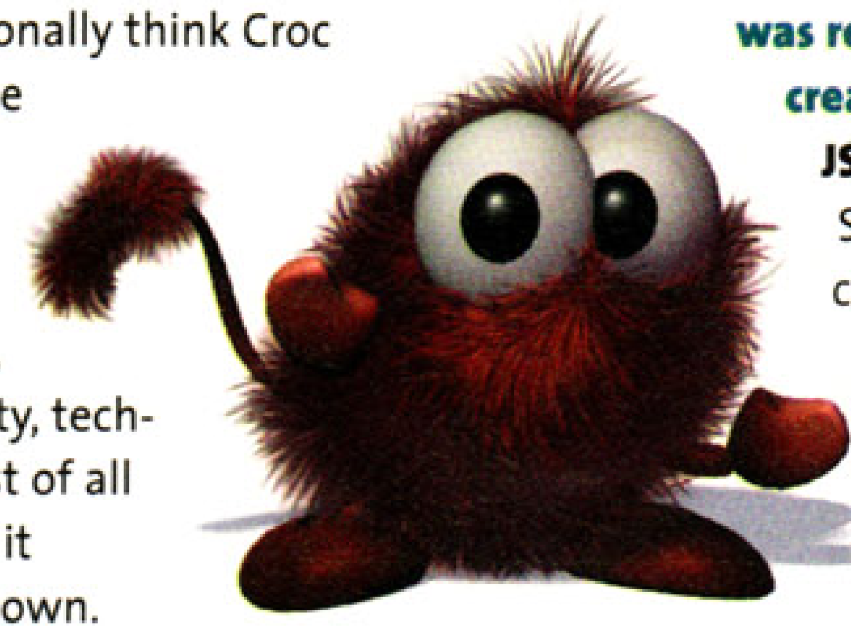
SSM How many people are currently involved with Croc's development?
JS At one point there were about 40 people on the project. Most were involved in art, animation, music, game and level design then there were the programmers who produced the engines on each of the three platforms (Saturn, PlayStation, PC).

SSM Has the game evolved beyond what you originally envisioned?
JS The original concept for the game was a dinosaur racing game, but this evolved into a 3D platform game with long and short-term goals (like collecting crystals and Gobbos) as well as problem solving and arcade puzzles. The most difficult technical challenge was making the camera totally automatic. Previous 3D platform games like Mario 64 had crude camera control that forced the player to constantly readjust where the camera was looking. This interrupted the game flow and was highly frustrating. We've got an extremely advanced camera that moves around smoothly, avoiding objects and walls, and tries to show Croc at the right angle to allow smooth flowing gameplay.

SSM How would you rate the Saturn as a 3D development machine?
JS The Saturn has its own capabilities (and unfortunately, drawbacks) compared to other machines. Our Saturn Croc team's job was to take advantage of the advanced capabilities of the machine, while tip-toeing carefully around the drawbacks so that Croc on the Saturn stands out as a really cool game! For instance, the Saturn version uses special effects like flowing lava and water that the other versions do not have.

SSM Croc moves extremely smoothly. What frame rate does the game run at?
JS The PAL game runs at 25 frames per second. Our designers play all the levels constantly and tune the graphical detail to ensure it runs at 25 fps the whole time. The American and Japanese versions run at 30 fps.

SSM What do you think are Croc's main strengths?
JS Right now, there aren't many 3D platformers, especially not on the game systems we've targeted this Christmas. Sure, there's plenty of hype but Gex 2, Rascal and Jersey Devil aren't coming out in the same year as Croc. Although Croc might be compared to Mario 64, Saturn owners can't play that game on their system and besides, we've made some advances. I personally think Croc is an easier game to master and control, and I think the characters, storyline, animation quality, technology, and most of all gameplay make it stand out on its own.



SSM How important is the game's use of the Saturn analogue pad?
JS Croc was designed from the ground up to support regular digital joysticks, but when the analogue sticks came out we embraced them as well. There is no penalty for using a digital stick, but obviously analogue is more '3D' and so it's slightly more intuitive.

SSM Do you intend to include extra levels, alternative bosses or extra play modes?
JS There are many extra levels, a whole secret island, and loads of secret pick-up. You can finish the game with only half of the levels explored giving you opportunities to revisit earlier levels and take a fresh stab at them. Croc was designed with longevity of gameplay in mind!

SSM Were there any specific levels, features or ideas that you were unable to include in the finished game?
JS Yes, alas the snowboarding levels got removed towards the end of development 'cos we just plain run out of time. They'll make it into Croc 2 along with a whole host of other game ideas! Our job with Croc was to stake our claim as '97's best 3D platform game. Croc 2 is gonna be '98's...

SSM Who is responsible for Croc's trademark theme tunes?
JS Justin, Karyn, Gwynn and Richard are our in-house music group. They did a great job. It took most of the year to compose, mix, remix, and keep tweaking the music to make sure it matches the game perfectly. Most game developers do their music at the end. We kick started our music off at the same time as the game itself, allowing them to keep perfectly in sync and have highly integrated music and themed level design. Also, the atmospheric and ambient sound effects are very fitting. The music group scored Croc much like a feature film. In fact we had so much Croc music, we had to compress the audio 4:1 to be able to fit it all on one disc!

SSM How many boss characters are set to appear in the game and who was responsible for their creation?
JS Peter, Simon and Scott did most of the character design. There are loads of bosses, sub-bosses and their henchmen. The big bad guy, Baron Dante, is a really cool cartoon-style villain. All of the bosses in Croc started life as harmless insects and animals and were mutated by the evil Baron to become bad guys. We progress the storyline with short FMV introductions showing how the bad guys came into being, shortly before you fight each one. For instance, Flibby started off as a ladybird and was mutated into a giant boxing ladybird that you get to battle.

SSM As Fox Interactive are already touting Croc as a potential cartoon and merchandising star, will Argonaut be involved in further reptile-related projects?
JS Yes, Argonaut is intimately involved in the development of Croc and his legend. We intend to help all we can with Fox's development of the cartoon, and of course there will be other things along the way. Fox will help us develop this into a franchise much like Nintendo, Sony and Sega have today with their central characters.

SSM Finally, are there any plans for Croc 2?
JS Croc 2 has already started development and yes, there might be a Sega version but it might be produced for their next generation system.

BIG IN JAPAN

It's now ten years since the legendary MegaMan (known as Rockman in Japan) made his first videogame appearance, back in the days when we were still young and carefree, and you could buy a pint of milk for less than a tenner. Ten years later, and we're all older and fatter, but we still sit on our arses playing videogames all day!

MEGAMAN X4

BY	CAPCOM
STYLE	PLATFORM SHOOT'EM UP
ORIGIN	SEQUEL
RELEASE	OUT NOW (JAPAN)



MegaMan fails to get a seat on his train journey home from the office. He's not too pleased, so embarks on a killing spree.

MAJOR MEGAMAN MERCHANDISE

There's a limited 'special edition' pack of the game available in Japan, which comes with a cool MegaMan action figure - and it's in kit form as well, so you get the extra entertainment value of being able to create your own MegaMan! Of course, it's not really MegaMan, just a small plastic children's toy - having the real MegaMan as a free gift would cause some massive logistical problems, and your dad wouldn't let you keep him anyway.







With a name like MegaMan, there's only one real career option for you to take - super hero. Imagine if MegaMan's parents had christened him Colin instead - do you think he'd still be battling huge robots, defying death in laser shoot-outs, and saving humanity from marauding robotic invaders? No chance, thank goodness for MegaMan.

MY MATE MEGAMAN

This time MegaMan has brought his friend along with him - Zero - who uses some kind of light-sabre for close-range combat action, unlike MegaMan who uses a gun to dispense justice. But MegaMan, being no ordinary man, has no ordinary gun - holding down the shoot button for a few seconds charges his weapon, and fires off a huge blast of laser when you let go. And that's not all, instead of the usual collectable power-ups, MegaMan can use the machinery he comes across in his adventures. Robot suits and speeder bikes can be commandeered, and on one level MegaMan encounters a mad scientist who makes our hero faster and more powerful by charging him up in a 'MegaMan charging up device'. Zero uses the same machinery as MegaMan, but his use of close-range combat makes playing the game much harder if you pick him. Also, the game has a large narrative story element which differs depending on whether you play as MegaMan or Zero - subtleties which are largely wasted on us due to all the Japanese text, but it's still a good excuse to use some more of that extra-cool Japanese artwork between levels.











TRANSLATION: IMPOSSIBLE

The fact that you can't follow the story is irrelevant though, as MegaMan X4 is hardcore blasting action all the way through. Who cares what the characters say to each other anyway? Is this a game or an edition of The Oprah Winfrey Show? You're going to destroy the huge robot/ alien/ machine thing anyway, so dispense with the pleasantries. One thing that is in English, is the introduction for the boss you'll face at the end of each level. Once you complete the first mission, all the rest (another eight, each with at least two sections) are then selectable. Each level seems to be a crusade to track down an individual baddy, with a sprint through the level leading into the big battle. And what a battle it is - the bosses are hard, anyone who complains about being able to complete games in a few hours should get themselves a copy of MegaMan X4, and be humbled into submission. And they'll probably start crying after a while as well, as the likes of Web Spidus, Magmard Dragoon and Frost Kibatodog (real names) should not be casually messed with. Unless you really are MegaMan.

FLAT GRAPHICS ARE GOOD

And even if you're not MegaMan, you'll still be impressed by this game - Capcom have used their



MegaMan defies death in the compulsory lava/volcanic level.





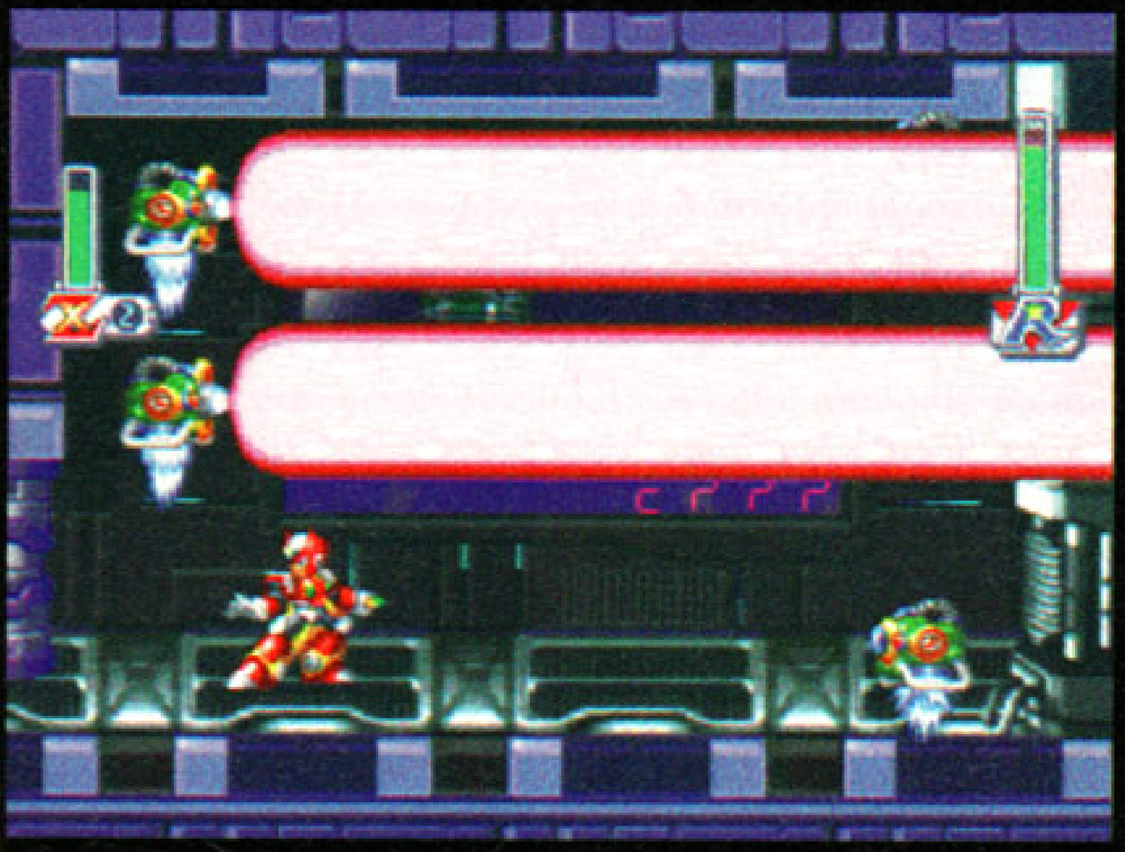




Robot suit fighting action (above). On a moving train as well.







MegaMan X4 would easily be a 'ninety percent plus' game - If we had an official European release to look forward to, at least...

incredible 2D skills once again, giving us a stunning platform shooter which really overdoses on the visuals, and the colourful backgrounds, cool weapons, tough enemies and the incredible bosses all show the kind of attention to detail and animated excellence that Capcom usually reserve for their fighting games. It's always been a mystery why the Saturn hasn't been flooded with quality platformers, and MegaMan X4 once again demonstrates the Saturn's untouchable 2D abilities. All of the traditional platform game levels are present - there are jungle levels, ice levels, levels set on moving trains, space levels, and one or two surreal levels that defy description - but they're all presented in such a cool and stylish way that MegaMan X4 never becomes dull or predictable. The phrase "action packed" springs to mind.

At first, MegaMan seems a bit stiff and anything but action packed. Unlike most super heroes he can't duck enemy shots, which is annoying at first, but once you get used to this it becomes just another part of the game - players have to be extra cautious when approaching danger (which is virtually all of the time), and some expert thumb coordination is called for as well, as you need to master using the jump button and the shoot button at the same time to take out some of the larger enemies. Still, it's only two buttons, not brain surgery or anything.





MASSIVE MEGAMAN MISERY

At the end of the day, it's a huge shame that MegaMan X4 is very unlikely to be granted an official release - Capcom's favoured UK distributors (Virgin Interactive) don't seem keen releasing it, even though it's obviously one of the best platform games available on the Saturn. Additionally, compared to some of the average games that do get released over here, it outclasses them by far. MegaMan X4 would easily be a 'ninety percent plus' game... if we had an official copy to review that is. Here's hoping that Virgin take a look at this game at decide to bring the game to European shores - it would be a hit!



MegaMan launches an unprovoked attack against the scenery.



Robots. Guns. Explosions. All games should be like this.



Uh-oh. Zero is in the robot suit - destruction imminent!

DUKE NUKEM 3D

What's this? A review copy of one of the most anticipated games of the year? On my desk? Indeed! Lobotomy's conversion of Duke Nukem is FINALLY complete and we have the exclusive review! Let's rock!

BY	SEGA/LOBOTOMY
PRICE	TBA
STYLE	1ST PERSON SHOOTER
RELEASE	OCTOBER

RECOMMENDED BY SEGA SATURN MAGAZINE 97%





The first boss gets rather mean. Shoot! Kill!





All the gore - all the gameplay. Saturn Duke 3D is packed!





Oh... and all of the "naughty" bits from the PC version are all present and correct too.

With Lobotomy Software on the case, there was never any danger of the Saturn conversion of Duke Nukem being anything less than excellent. The purpose of these two pages is to tell you just HOW excellent this game is... and to urge you to speed down to the local software emporium on the day of release and buy this AWESOME conversion post haste!

It's difficult to know where to begin with a game this good. Any one who has played Exhumed will know how good the graphics are, right? Wrong. Exhumed was unbelievable - Duke is just incomprehensibly good. The levels (already masterpieces in their original PC incarnations) look even better on Saturn, thanks to some Exhumed-style lighting. The frame rate remains unbelievably smooth, making the world of Duke Nukem 3D the closest you'll ever get to virtual reality on the Saturn. The graphics are the centrepiece of Duke Nukem and no conversion of the game - be it on PlayStation or N64 - will be able to touch what Lobotomy has done on the Saturn rendition. It's that good. Once you get over the initial thrill of the graphics (difficult, as the quality improves with each new level), the next thing to grab you is the gameplay.

Just about everything from the PC original has

REALITY USED TO BE A FRIEND OF MINE

On PC, Duke Nukem 3D was the only game (before Quake came along) to dethrone the mighty Doom 2. A lot of that has to do with the scenario in Duke Nukem. Rather than non-descript corridors or caves, these levels actually LOOK like real life places. That's a key difference - one even the mighty Quake didn't redress after PC Duke's arrival.



This LA fire station is a good example of Duke's "realism".

Easily a candidate as Game of the Year Saturn Duke is just amazing! Lobotomy Software have surpassed all expectations with this stunning game!

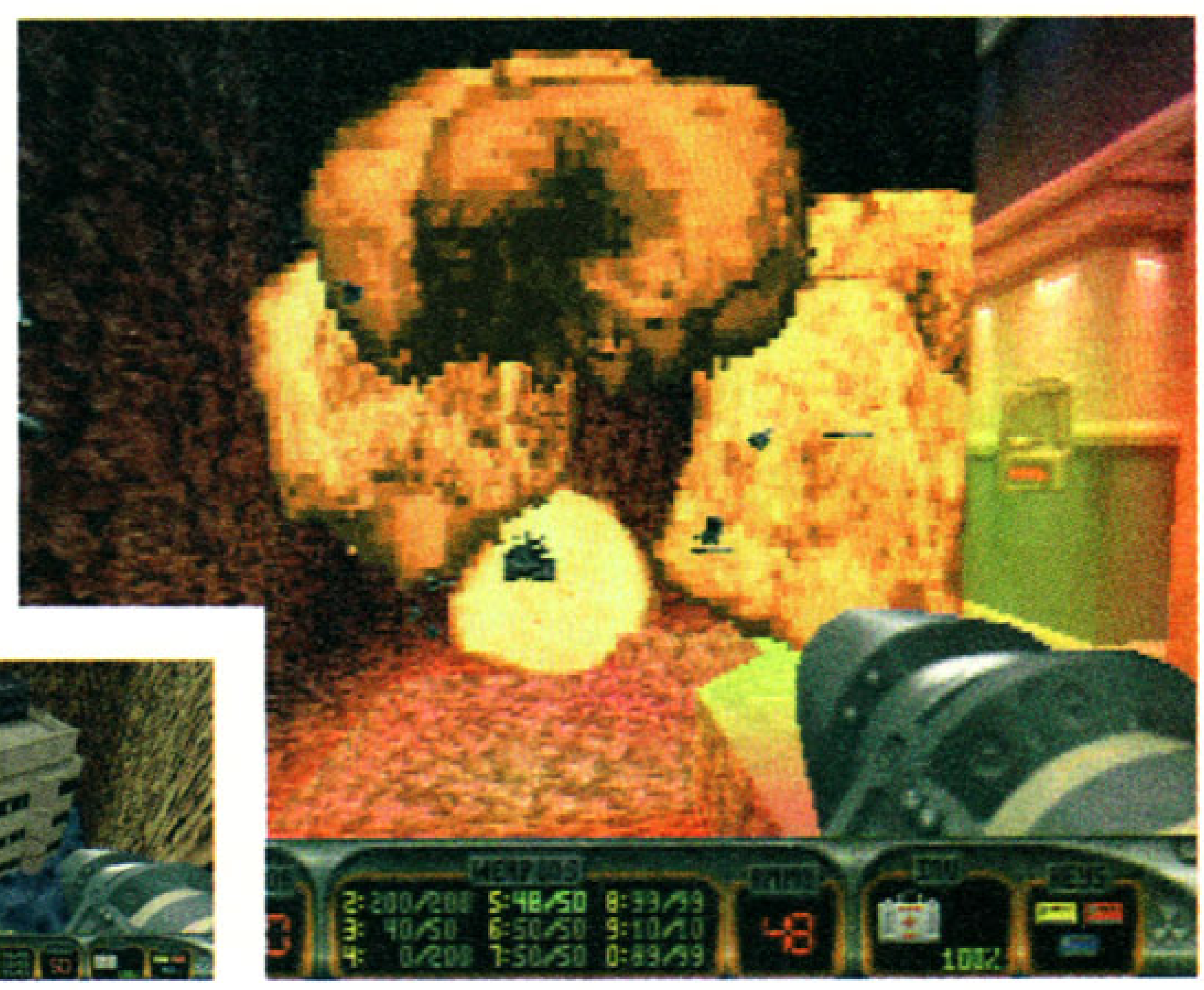


Even the underwater sections look cool!





Saturn Duke 3D features myriad lighting effects not seen in the PC original (left). Big open areas cause no problems (right).

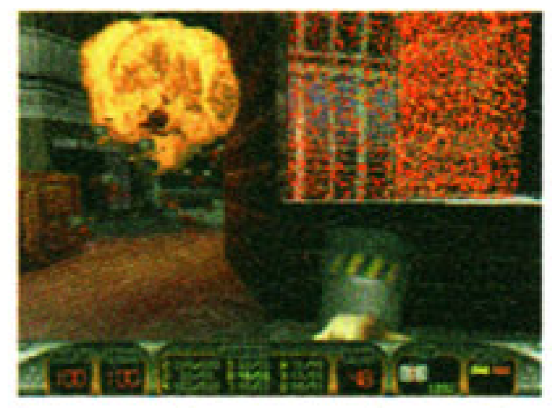


The set-piece explosions that occur in some of the levels are just as earth-shattering in the Saturn conversion!



The first boss is difficult enough to beat! Well, in later stages he returns... and this time he isn't alone! Break out the artillery!





Duke Nukem's weaponry is ace - for example, you can lay multiple pipe bombs and explode them all remotely at your leisure.



Entrails go flying whenever you use excessive force to finish off a meanie. And with Duke's arsenal, this isn't too difficult...

Saturn lacks a decent Doom clone no longer - Duke Nukem is just superb! The 3D defies the limits of the Saturn ushering in a new age of excellence!

ended up in the Saturn version, including all the weaponry, monsters and power-ups. Add that to the sheer size of the game (the amount of levels spread over the three episodes is mind-boggling) and you have a game that's going to take you ages to complete. On the easy difficulty level. Put it on "Damn I'm Good" skill and the challenge is vastly improved, making you want to complete it all over again. And there's those secret levels to find too... Suffice to say, you really get your money's worth here.





After the sheer disappointment that was Saturn Doom, it's great to see that Sega did the right thing and handed over the conversion of Duke to Lobotomy Software. Everything about this conversion fits into place perfectly. Graphics, sound and gameplay combine to create a videogame of such quality that there is literally nothing quite like it on the Saturn. Yes, Exhumed was a major release and is still one of the best games on the machine, but Lobotomy's previous title was designed more as a brain-buster. Duke Nukem's unrelenting blasting action makes for a more appealing prospect, especially considering the superior quality of the visuals (Exhumed's engine has been considerably improved to create graphics of Duke's quality). Put simply, Duke Nukem 3D is the 3D blaster we've all been waiting for.

Criticisms? Very few. Just about the only one that does spring to mind is the lack of multiplayer action. The woeful conversion of Doom remains the only place in Saturndom where you can play a link-up DeathMatch. Duke is compatible with the NetLink for two-player action, but that's not really any use to us since that hardware won't make it out over here.

But still, Duke Nukem 3D was always just as stunning as a one-player game as it was in DeathMatch. And now it's on Saturn in what is quite frankly the best conversion of the game we're ever likely to see on console. There's nothing as good as this available on the Saturn - YOU MUST NOT MISS IT.



The second boss creature. What Duke does to this creature (or more specifically, its neck) after it dies is quite amusing.

RICH LEADBETTER

WARNING! ADULT CONTENT

3D Realms added a vast risque element to the standard run-around-blasting gameplay, resulting in porno cinemas, peep shows, "lewd" shows and even strippers (who "jiggle their goodies" when offered cash). Add in a load of bad language via the wonders of DukeSpeak (the hero of the piece adds his own comments during the proceedings) and you have a great laddish game that's super non-PC and definitely NOT recommended to kids. Unlike the original version, there doesn't appear to be any parental lock either. But still, who needs it?



One of the greatest PC games ever hits the Saturn - and it's awesome. A feast of ground-breaking graphics and untouchable gameplay makes this game an ESSENTIAL Saturn title that MUST be bought immediately! One of the best games ever!

graphics	97
sound	93
playability	97
lastability	96

overall 97%

LAST BRONX

Illegal weapons, ultra-violent gameplay, teenage girls and incredibly short skirts. Yep, it looks as though AM3 could well have a winner on their hands with the Saturn conversion of Last Bronx.

BY	SEGA
PRICE	TBA
STYLE	BEAT 'EM UP
RELEASE	OCTOBER



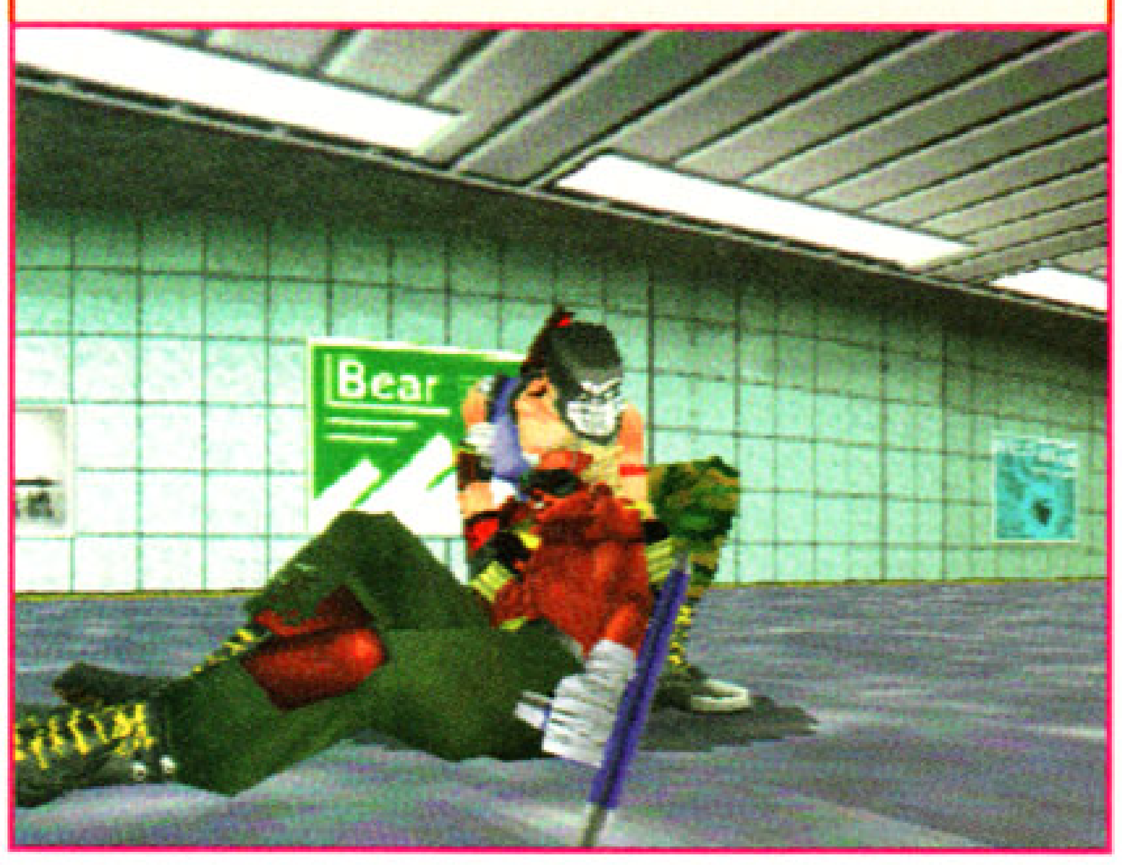
The amazing Kurosawa stamping on Yusaku's head. Awesome.



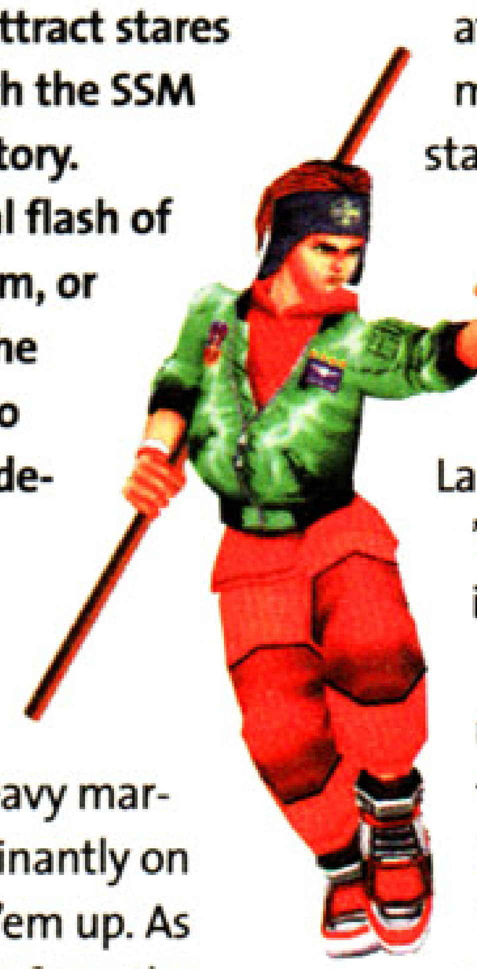

The underground levels of Last Bronx are totally incredible!

MODES OF PLAY

The staple of any decent arcade-to-Saturn conversion is the Saturn specific features, in which Last Bronx doesn't disappoint. Aside from the self-explanatory arcade and versus modes, AM3 have crammed in several other gameplay variations into the Saturn version. The survival mode for example, which appeared in Fighters MegaMix is present in Last Bronx, requiring players to progress through the entire roster of characters with only a single energy bar. In addition, a time attack mode is now present, whereby players proceed through the game in the fastest possible time which is then entered in a leader board. Somewhat more bizarre is the all-new story mode, which unravels the complex plot which intertwines the fighters. This is done through a brief interaction between the two fighters, before they beat the crap out of one another.



Last Bronx is amongst the rare breed of videogames guaranteed to attract stares from slackers passing through the SSM office on the way to the lavatory. Maybe it's in anticipation of the occasional flash of female undergarments which attracts them, or maybe it's the allure of the big guy with the stick smashing his opponent's face in. Who knows? The point is, Last Bronx has an undeniable appeal which beat 'em up fans will find hard to resist. It's as simple as that.



The most important point to stress is that Last Bronx is not simply another VF clone. AM3 have steered clear of the heavy martial arts influence of VF, focussing predominantly on producing a more speedy and brutal beat 'em up. As such, each of the eight combatants benefit from the addition of weapons which their unique range of attacks are based around, though by and large the method of combat is quite different. Whilst the standard PPPK combos are present, a definite Street Fighter influence is in evidence, with fireball and dragon punch manoeuvres resulting in some Tekken-style bone-crunching throws. As such, little Johnny gamer will probably find Last Bronx more instantly accessible than most beat 'em ups, given the large range of instantly gratifying and tear-inducing manoeuvres.

From a technical standpoint, nothing quite matches the brilliance of Last Bronx, with very few graphical compromises evident. Using an entirely new engine to any previous Saturn beat 'em up, the conversion team have the Saturn working so much harder than previously to pro-

AM3 have steered clear of the heavy martial arts influence of VF, focussing predominantly on producing a more speedy and violent beat 'em up.



The bizarre plot synopsis for Last Bronx gives details of Nagi's lesbian tendencies, as demonstrated above.



Zaimoku is one of Last Bronx's heavy hitters, wielding a giant mallet which he uses to devastating effect on lovely Lisa.




The collision effects and weapon traces look spectacular, with no net effect evident.



Complete the game in arcade mode and players are given access to the secret level, aptly titled the Brilliant Room.

duce some jaw-dropping visuals virtually indistinguishable from the coin-op original. Running at the standard 60 frames per second, each of the eight protagonists are portrayed in VF2-style high-resolution, exhibiting a vast amount of detail and bearing an uncanny similarity to their arcade brethren. However, it's the incredible pseudo-3D backgrounds which really steal the show. Whilst not the full 3D monty as was rumoured, the parallax-scrolling backgrounds do an excellent job of mimicking those of the coin-op, shifting about at an incredible rate and easily surpassing those of any other Saturn beat 'em up. The amazing underground levels in particular never fail to impress, with the incredible texture-mapped ceilings surprising us all with their presence. Along with the spectacular collision effects and motion blur frippery, the Saturn conversion of Last Bronx emulates the Model 2B coin-op brilliantly, being a visually outstanding piece of software.

So why have we awarded Last Bronx only 92%? Well, despite the unrivalled graphical finesse of the title, it's not without its faults. Polygon glitching is apparent on the fighters when viewed up close, particularly in the victory poses. In addition, the processor intensive shadows which mimic the movements of the fighters have been left out, replaced by less impressive circular shadows. But this really is just nit-picking.

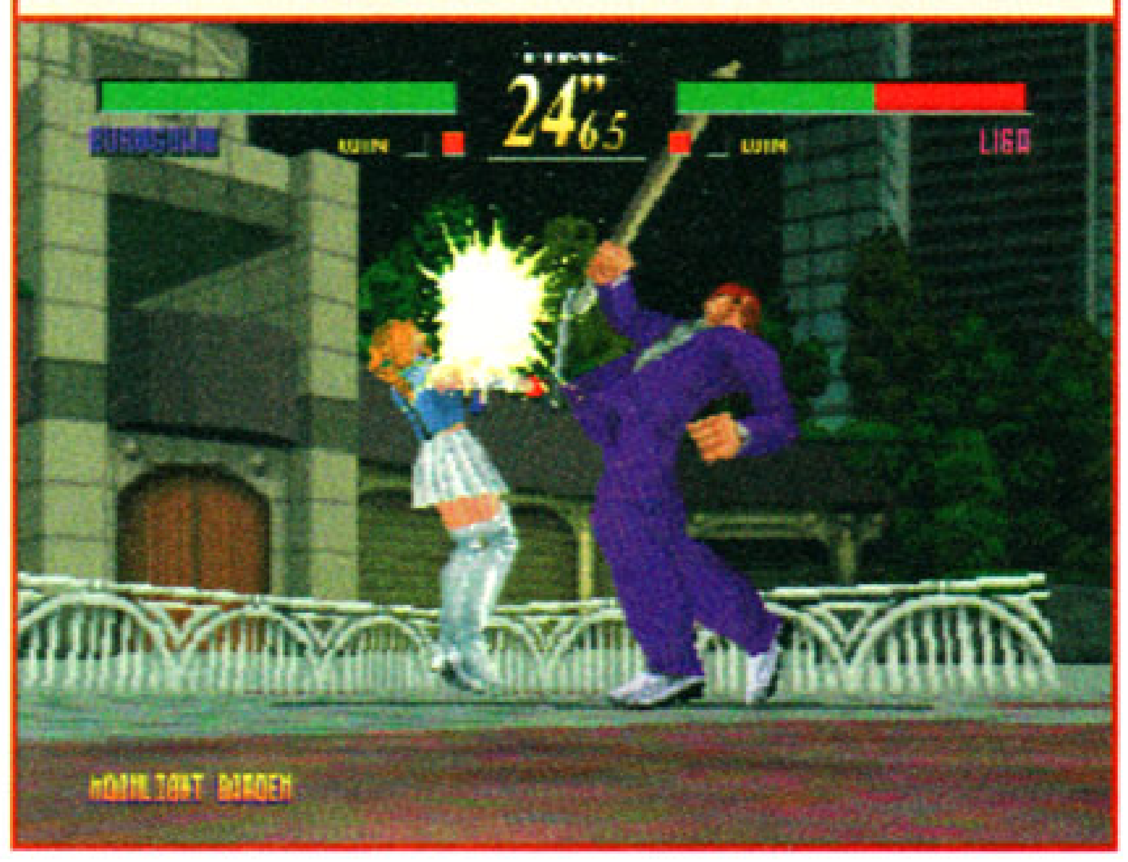
The only real gripe I have is that Last Bronx is out done in virtually every respect by Fighters MegaMix. Whilst the high-resolution visuals of Last Bronx are a definite improvement, FM offers players more in terms of characters, moves and secrets. So whilst I find it difficult to recommend this title to anyone who doesn't own FM, those who do and are seeking another beat 'em up for their collection can't go far wrong with Last Bronx.

The bottom line is, Last Bronx is an easily accessible fighting game which thrives on brutal gameplay and flashy graphics. It's certainly different enough from the deluge of brawlers already available to warrant purchase, though I'd feel guilty recommending this above Fighters MegaMix. Still, awesome fun nevertheless.

LEE NUTTER

THE SECOND DISC

Regular readers who have been following our awesome Last Bronx coverage over the last few months will be aware that in Japan at least, Last Bronx was released as a two disc pack. Whilst the entire game is on just one of the discs, the second disc comprises an advanced training mode which features animated characters talking players through the various fighting techniques. The problem being, the huge amount of Japanese text and dialogue would prove very time consuming to translate to English, so Sega of Europe have decided against doing so. However, it's not all bad news, as some aspects of the cool training mode will appear in the European version of Last Bronx, though the whole thing will arrive on just one CD.





As leader of the G-Troops, Yoko proves to be a deadly opponent.









The accompanying screen shots demonstrate just how close the Saturn version of Last Bronx is, perfectly emulating the 40-times as expensive Model 2B coin-op.





A superb conversion of the Model 2 coin-op which is more than worthy of a place in your collection alongside the awesome Fighters MegaMix.

graphics	94
sound	91
playability	92
lastability	91
overall	92%

MARVEL SUPER HEROES

Marvel have some of the most recognisable, exciting comics characters in the business. Capcom do the best 2D fighting games in the cosmos. Put 'em together and you have one of the best Saturn titles money can buy!

BY	CAPCOM/VIRGIN
PRICE	£TBA
STYLE	2D FIGHTING GAME
RELEASE	OCTOBER

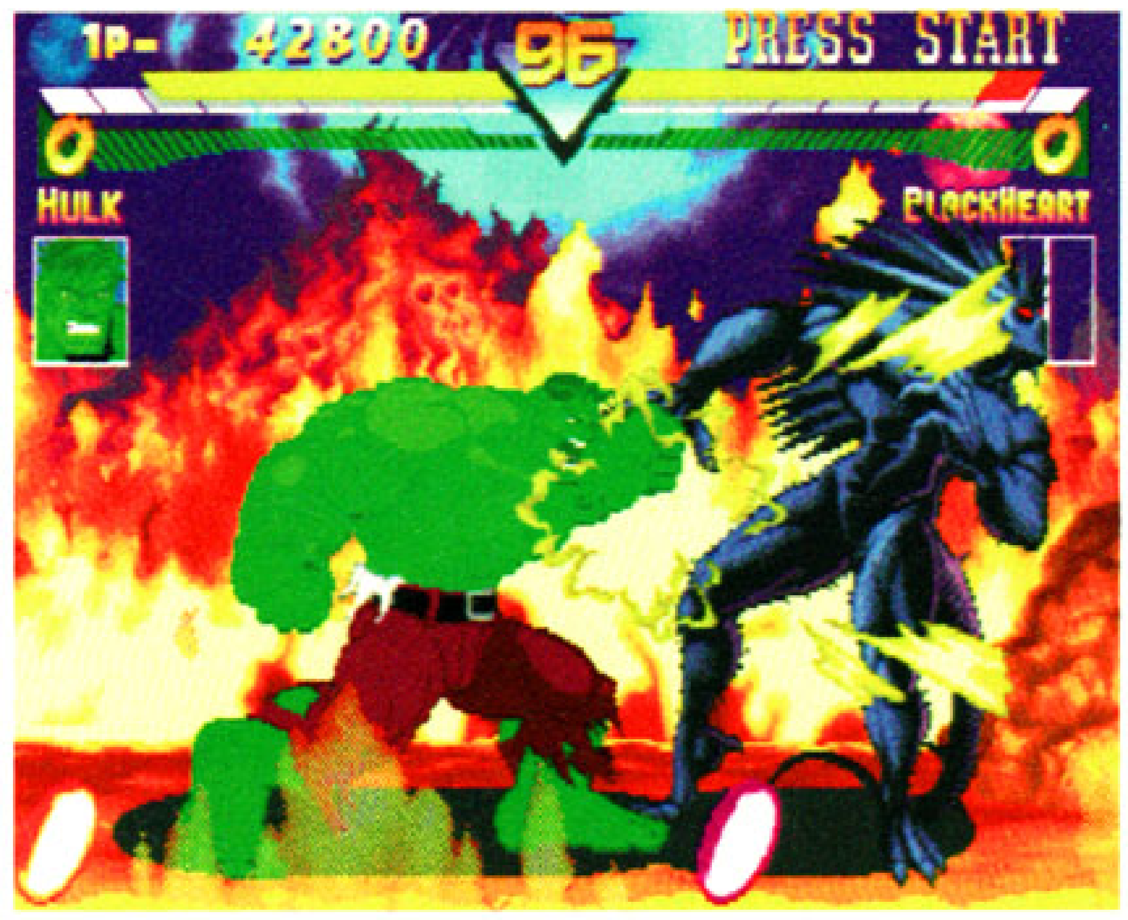
RECOMMENDED BY SEGA SATURN MAGAZINE 95%







The quality of Marvel's graphics is frankly unbelievable!





Even Iron Man's throws are technologically based. Awesome.





Blackheart is a veritable monstrosity of a character!

Capcom's most ambitious fighting game ever has arrived for the Saturn... and it's utterly amazing! Marvel Super Heroes makes 2D graphics cool again and boasts so much detail it'll blow your mind. Forever.

The game is super-cool right from the word go. As soon as you take your chosen Marvel character into battle, you're in for a graphical and gameplay feast unlike anything you would have witnessed before. Where do you start? Perhaps with the quality of the characters. We're talking stunning definition and animation. Capcom's artists have created awesome renditions of the eponymous Marvel Super Heroes - in fact, the style they've used is probably superior to the actual comics these days!

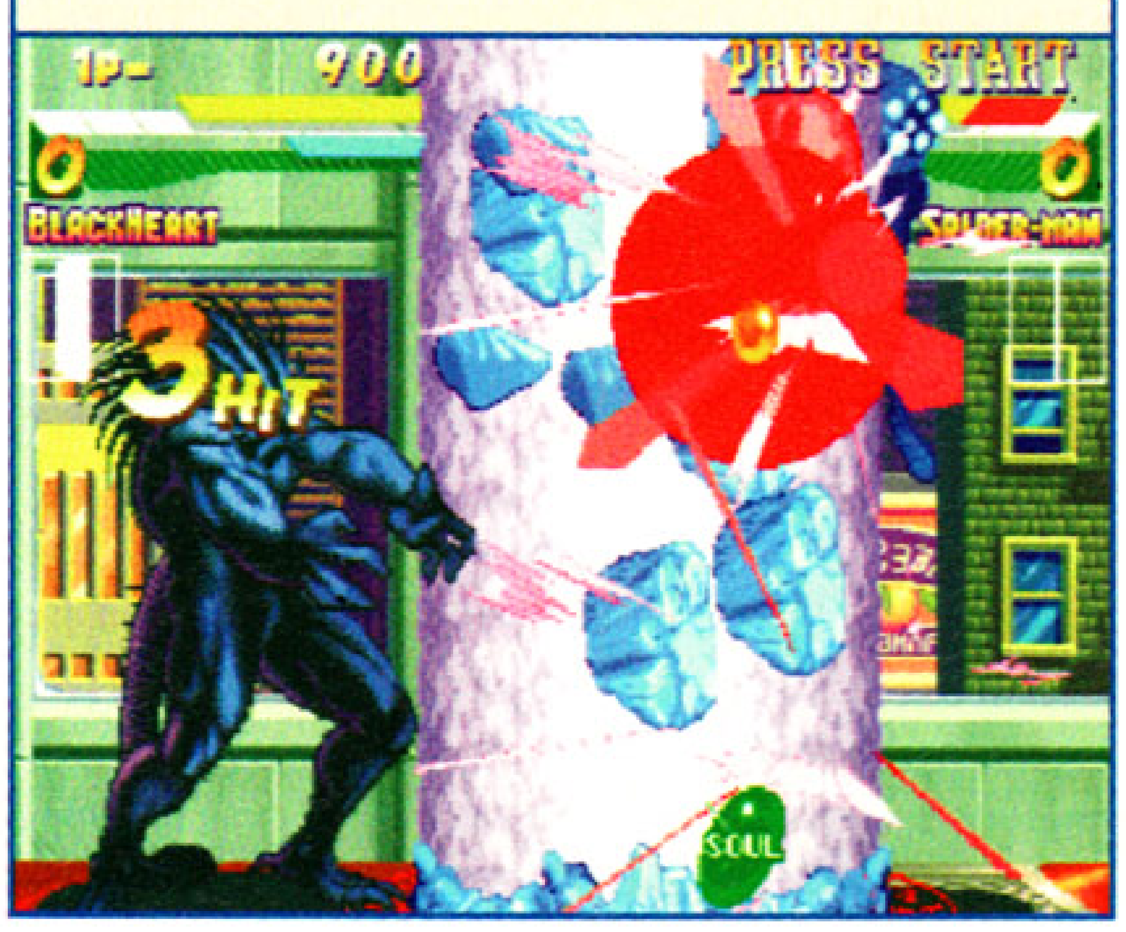
The animation is really cool too. All of the fighters move with the kind of style and mannerisms you'd expect from the original characters, from Spider-Man's downright weirdness and high-speed combos through to Wolverine's super-berserker style onslaughts. Honestly, Capcom couldn't have done a better job with Marvel Super Heroes - the characters really do shine.

Homage has been paid to the comics in other ways too - right down to Spidey taking pictures of his conquests and Doctor Doom's faithful retainer Boris standing behind his master's throne!

In terms of backgrounds, the Saturn struts its funky 2D stuff as only it can. All of the coin-op's scenery has been replicated nigh-on perfectly, even down to the shadows cast on Spider-Man's stage. There's always something really cool going on (like vultures swooping past on Wolverine's stage), always something to catch your eye. You just can't avoid the fact that Marvel Super Heroes is one of the best-looking Sega Saturn titles money can buy... and there's not one single polygon in evidence whatsoever.

RAM CART ACTIVITY

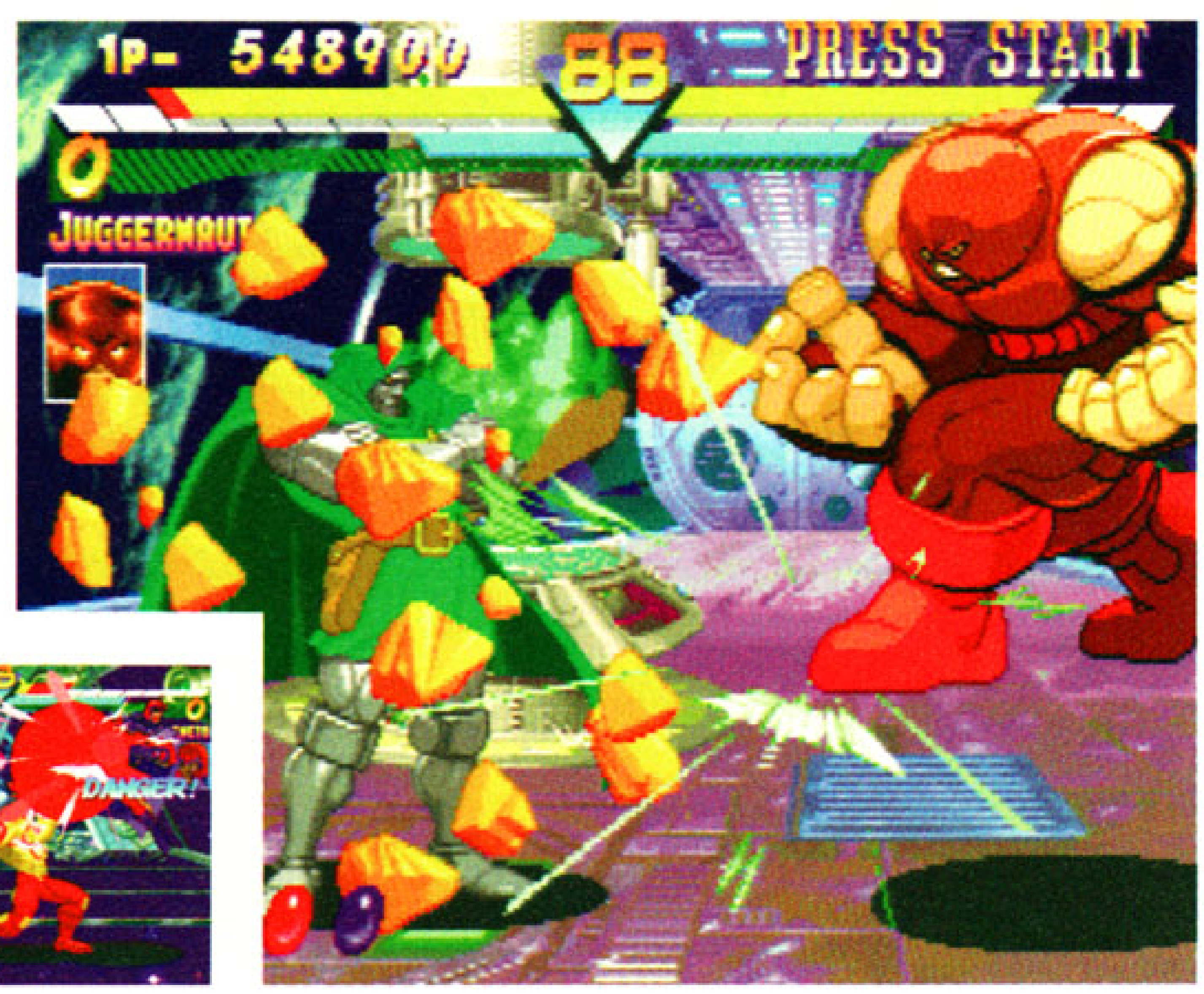
Buy the special RAM cart from your local importer, stick it in the cartridge slot and load up Marvel Super Heroes. You'll find that the game automatically has a lot more animation per player! To be honest, the differences are only really subtle and the game doesn't lose too much graphical oomph without the cart, but you hardened Capcom aficionados should track the cart down and prepare for a visual overload!



Considering the power of the arcade original, Capcom have handed in an absolutely amazing coin-op conversion! Witness the power!



Spider-Man's Dragon Punch "Spider Sting"...









Capcom's most awesome arcade conversion yet pushes the 2D capabilities of the Saturn right to the limits! Incredible stuff!

When you get to grips with the gameplay, it's clear that Capcom have once again woven a classic tapestry of arcade excellence. X-Men: Children of the Atom featured the brilliant Create-a-Combo system and this has been heightened still further with Marvel Super Heroes. Beginners will easily be able to "shake out" impressive looking combos, whilst experts will be producing stunning 20+ hit "aerial rave" combinations that look absolutely spectacular.



It's for this reason that Marvel Super Heroes is probably just slightly higher than Street Fighter Alpha 2 in my estimation. Alpha is a game of technical excellence and only real Capcom masters will get the most from it.

Marvel supplies the kind of thrills that any one can enjoy regardless of skill level (which is just as well judging by the lack of skill I have witnessed in the office).

There are only a couple of criticisms you can level at Marvel Super Heroes and they are: Blackheart and Shuma Gorath. These two characters are super-weird, and to be honest they're hardly the kind of Marvel heroes people really want to play as. Since Doctor Doom is present, why not his arch-nemesis Reed Richards (aka Mr Fantastic) or any of the Fantastic Four for that matter. What about Daredevil, the Punisher, Doctor Strange or even villains like Doctor Octopus or Venom? Don't get me wrong, Capcom have still produced good characters in the form of Blackheart and Shuma Gorath, but they just stick out a bit, that's all.

Our review copy of Marvel Super Heroes is NTSC, and there's bound to be borders and slower action in the PAL version of the game when it appears. The extra turbo speeds available lessen the impact, but to be honest, if you're a hardened Capcom fanatic, you should really be considering a visit to the local importer to get a 60Hz switch added to your Saturn for truly arcade perfect gameplay.

Still, overall, it's really, REALLY difficult to find fault with the epic megagame that is Marvel Super Heroes. We've had to wait ages (and aaaggeess) for it, but now it has arrived, it's just AWESOME! Capcom - the one third party who have never let the Saturn down - have done it again with another game that MUST be added to your collection. Marvel Super Heroes is a dream come true.

RICH LEADBETTER





Capcom's best yet? It's certainly an ambitious conversion.



TAKING THE MICKEY

Marvel Super Heroes really comes into its own as a two-player game. In fact, like all Capcom fighting games, the one-player version is a bit limited. Marvel features some brilliant taunts to wind up your foe. Just press DOWN twice followed by both shoulder buttons to see your player's chosen form of mickey-taking. Additionally, once you've won the match, press both shoulder buttons again and you can beat the living daylights out of your foe's broken corpse!



GEM-ERATION X

The addition of the Infinity Gems allows Capcom to add to the Street Fighter formula with what are basically power-ups, designed to increase resilience, speed, power and various forms of energy. Additionally each character gains special powers when using a certain gem - for example, the Power Gem causes another Spidey to appear when used by the web-slinger. Full breakdowns on what gem can be used by each character are found in our showcase coverage (see page 50 and last month's SSM).



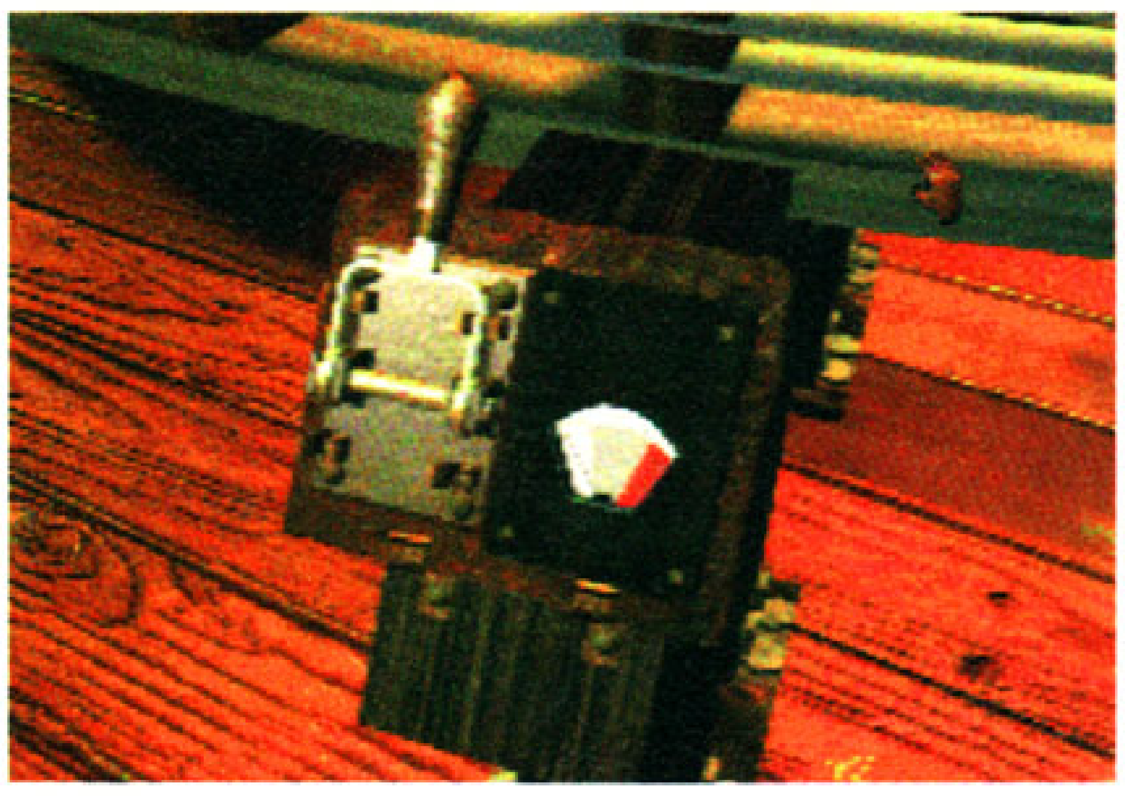
Capcom are DEFINITELY the greatest third party Saturn developer - as can be seen by this most spectacular of arcade conversions. The PlayStation could never do this justice - buy Saturn Marvel and FEEL THE POWER!

graphics	95
sound	88
playability	95
lastability	95
overall	95%

FRANKENSTEIN

Games that appear without warning, with no preview and no publicity whatsoever, usually tend to be a bit on the crap side. And Frankenstein - Through The Eyes Of The Monster is an adventure game as well. Is there any hope?

BY	INTERPLAY
PRICE	£39.99
STYLE	PUZZLE/ADVENTURE
RELEASE	OUT NOW



This switch activates the lightning storage coil - a big battery.

I AM FRANKENSTEIN'S LOVE CHILD

Every scene in the game has four different viewpoints - pressing the left or right top buttons changes your view 90 degrees to one side. This doesn't rotate smoothly, instead the screen just flips to show the next view, which often leaves you a bit disorientated. Still, there are plenty of different views in every room, and most key areas can be examined up close if you feel the need. Switches can be switched and secret notes can be read, but make sure Doctor Frankenstein doesn't catch you snooping around... he gets angry quickly, and has access to some extreme torture equipment.





The human remains, the electrical gear, the smell of death. Who lives in a house like this?



There's a helicopter circling the EMAP building. Armed guards are patrolling the corridors - the laser-sights on their rifles pierce through the darkness of a stormy night, while a lone reviewer sits in a darkened room, behind a flickering television screen with a gun pointing at his head - a single bead of sweat runs slowly down the side of his contorted face. The reason for these extreme security measures? Another adventure game needs to be reviewed, and I'm not allowed home until it's finished. Arse.

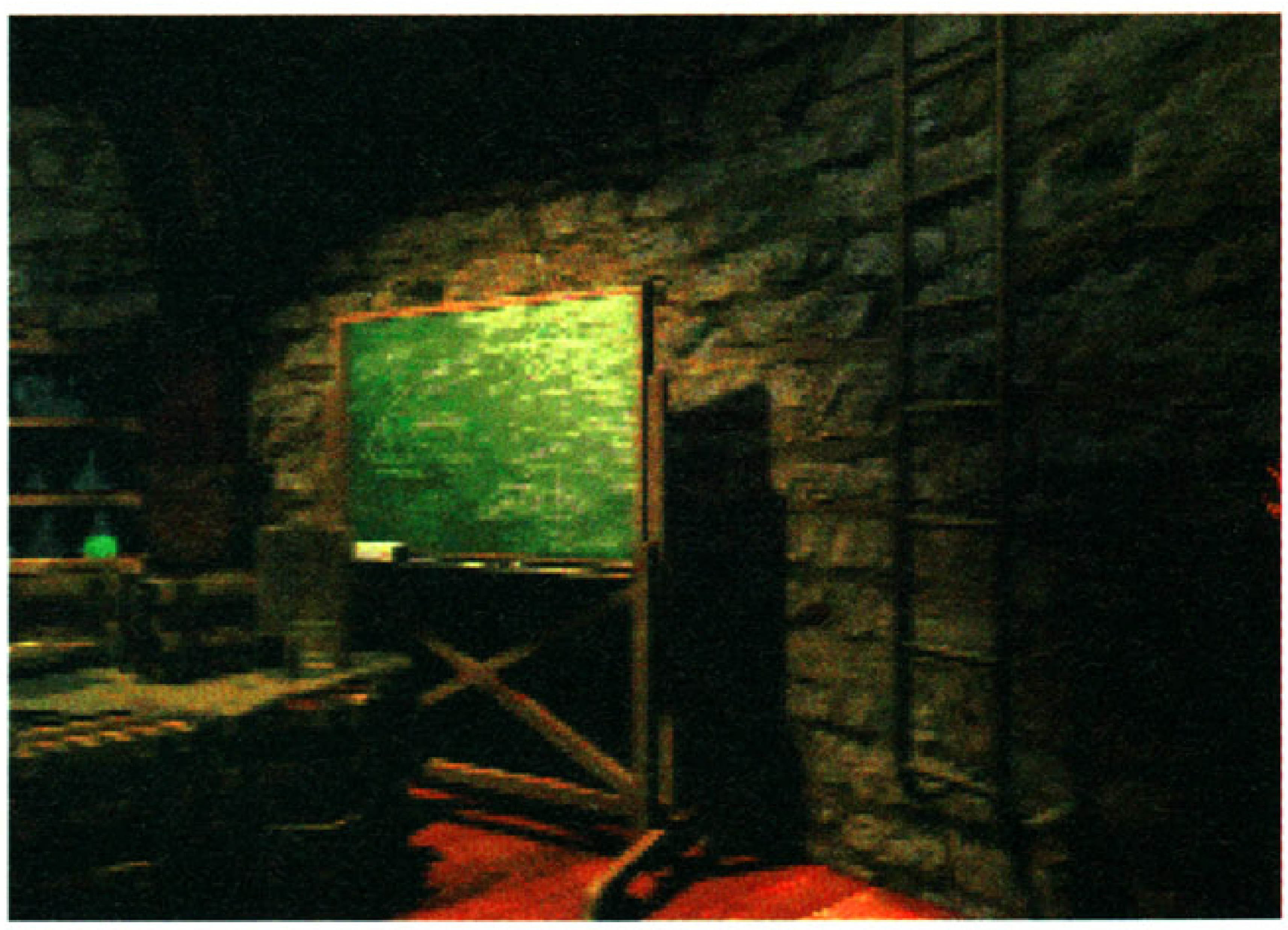
Oh well, let's look on the bright side, at least we finally have a licensed game that isn't a tedious scrolling beat 'em up, and even though this is an adventure game there are thankfully no magic spells in sight, as Frankenstein - Through The Eyes Of The Monster is one of those more easy-going graphic adventures. Those of you familiar with the classic Myst style of game will know what I mean, those who haven't heard of Myst need to think of it as an interactive puzzle exploration game, with plenty of video clips and rendered scenes to illustrate the unfolding developments.

The graphics are a strange mixture of still backgrounds with overlaid chunks of video - when you enter a location you're treated to a nice still scene of the room, and depending on where you are or whether you've been there before, you may be treated to a clip of an actor popping up (usually Doctor

Think of Frankenstein as an interactive puzzle exploration game, with plenty of video clips and rendered scenes to show the mysterious plot as it unfolds



Clicking on scenery can reveal some surprises - there's a hidden passage behind that bookcase.

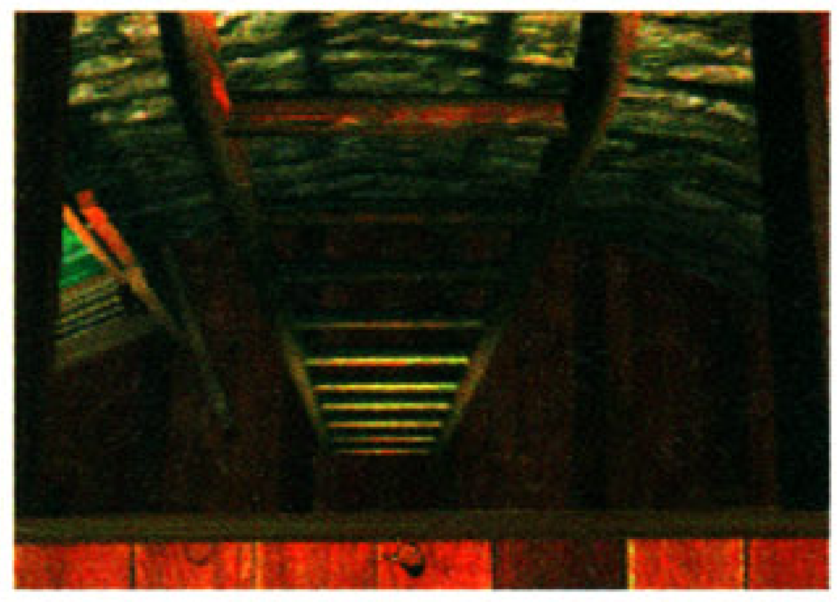


The blackboard reveals some of Doctor Frankenstein's equations - he needs to get a calculator.

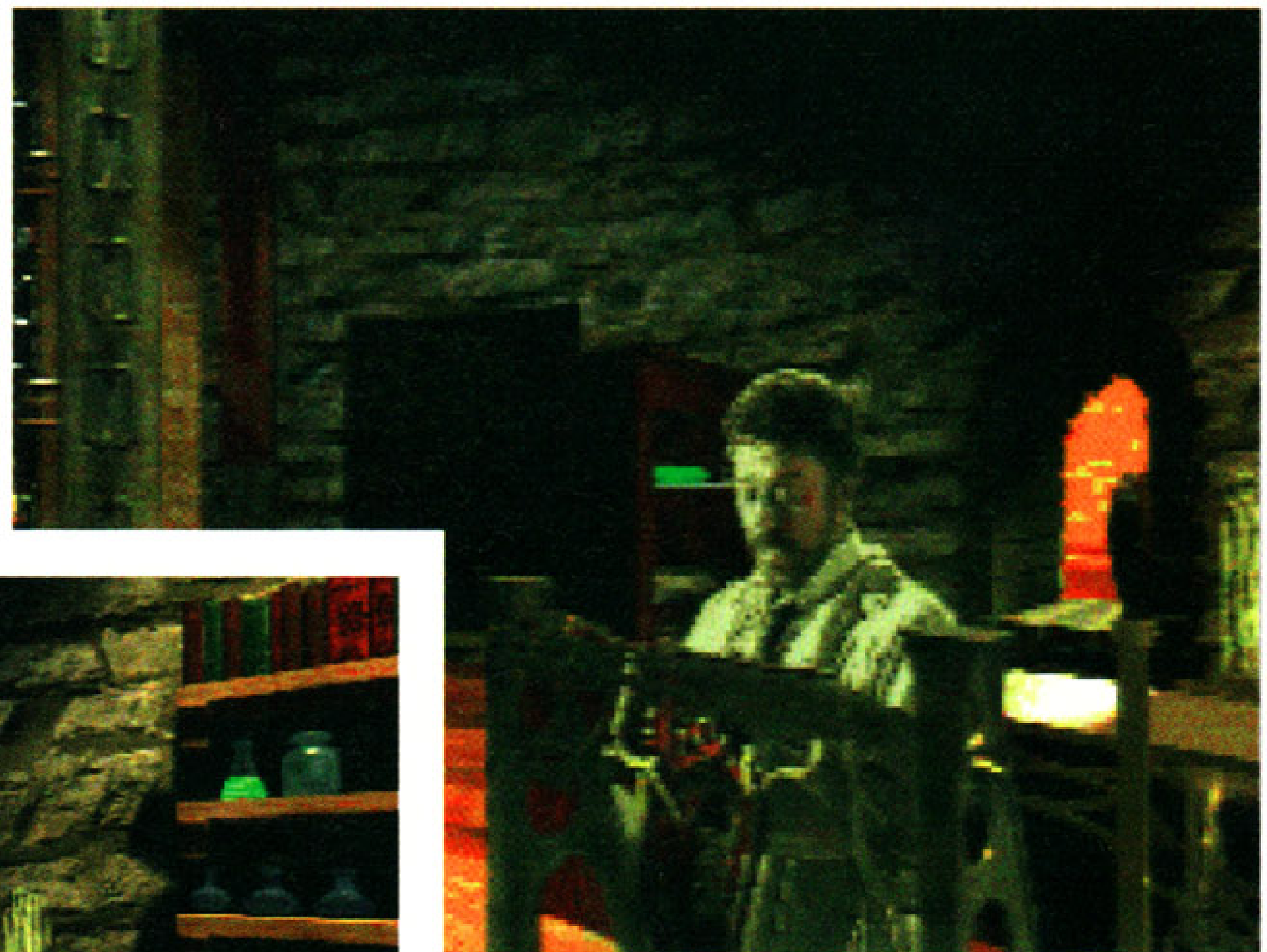


More evidence of Frankenstein's electro-fascination (above). These machines can be switched on when you find them. They can also be switched off, and then turned on again. Hours of fun.





Snooping through the Doctor's notes often reveals some interesting facts. Well, quite interesting.







How confused would you be if you woke up with loads of different limbs, a bolt to keep your head on, and a large pair of woman's breasts?

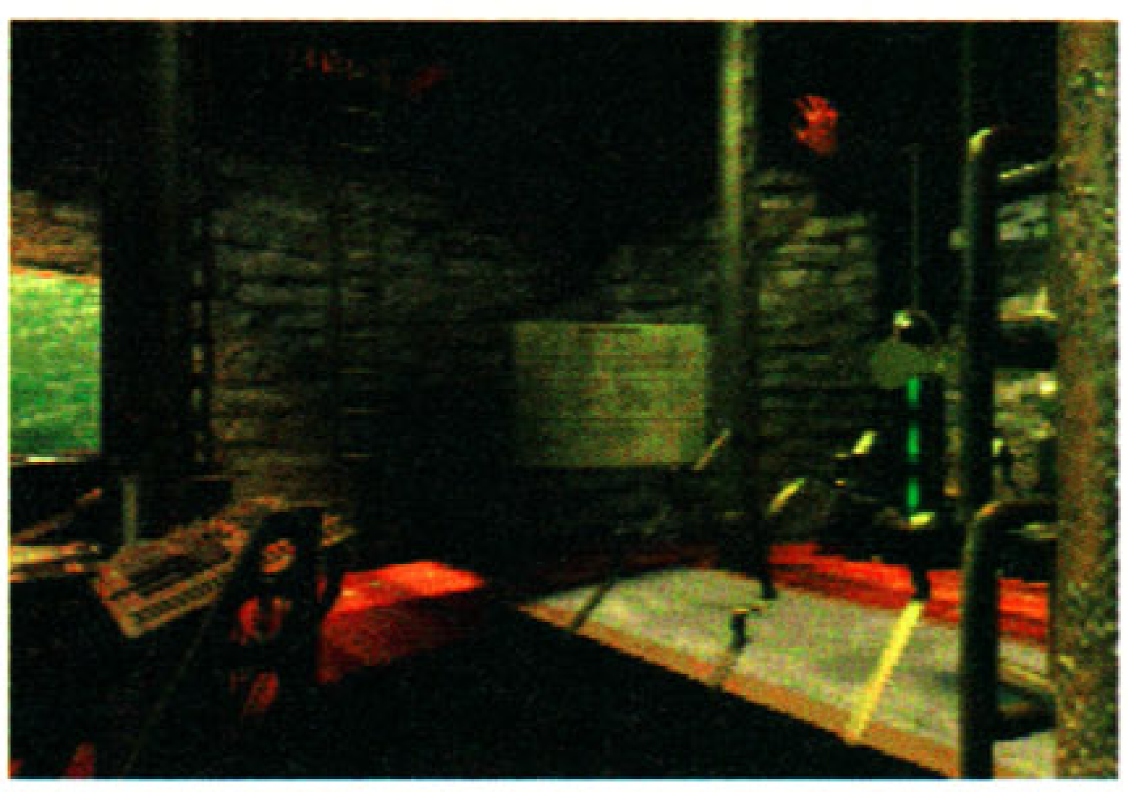
Frankenstein himself) who narrates the developments in the story, gives you some background information on his experiments, and drops the odd hint to point you in the right direction. Oh and when I say 'you' I really mean 'the monster' because players take on the role of Mister Lumpy-Head himself, the idea of the game being to find out what the hell is going on.



Just imagine how confused you'd be if you woke up with loads of different limbs, a bolt to keep your head on, and a large pair of woman's breasts attached to your chest. Unless you are a large-breasted woman. Anyway, even then, the shock of having loads of different limbs and a bolt through your neck would be pretty big, so the game starts with a dazed and confused monster looking for answers, and staggering through Frankenstein's laboratory without a clue. However, once you start clicking on various objects, pulling switches and reading notes, you soon get drawn into the plot, and the narration from the monster himself along with the help Doctor Frankenstein gives you soon has you carrying out your own experiments with the strange electrical devices you discover. But not those kinds of electrical devices - we're talking about massive electrical coils that can store lightning bolts, allowing Doctor Frankenstein to create his monsters. And you get to play with them!

So here we are again, the final paragraph of a review of an adventure game. It was only last month I faced this problem with Discworld 2, and once again I must perch my buttocks firmly upon the fence, and start hedging my bets. You see, I don't really know anyone who enjoys these kind of games, but the fact is many people do, and I need to try and remain impartial and judge this game on it's merits - it's entertaining for a while, and the story idea is certainly original, but it's hardly the most exciting, thrill-packed game there is, and the puzzle-based action is likely to leave most Saturn owners bored stiff. Once again I'll have to take the easy way out and recommend it to hardcore "fans of the genre" only.

GARY CUTLACK

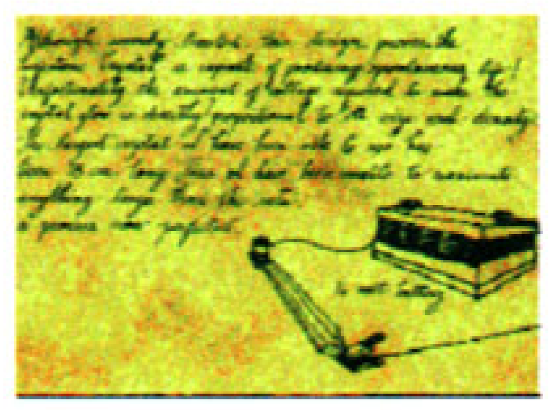


That's the slab where the monsters are brought to life.

THE LUST OF TEENAGE FRANKENSTEIN

Usually the first thing to do when reviewing a game that features video clips, is have a good laugh at the rubbish acting. However, we have to be honest and say that Frankenstein stands up pretty damn well in that department, as the majority of voice-overs and video interludes are very good. And coming across like a scene from a serious Frankenstein B-Movie, the claustrophobic tower - complete with dark corners, creaky doors and a mad scientist - all makes for a very creepy and atmospheric setting





The Frankenstein film with the coolest title just has to be the "I Was A Teenage Frankenstein" teen-angst film from 1957.

A decent enough plot, decent enough sound and decent enough graphics, but underneath it's just standard interactive puzzle fare. Which is cool... if you like that kind of thing.

graphics	70
sound	80
playability	70
lastability	75

overall **74%**

SEGA SATURN™ tips

There's a definite love/hate relationship with tips - you love them, we hate them! Well, we don't really hate them, it's just a bit of a pain tracking them down and making sure they work, especially in the extreme heat of the SSM office. Still, we know it's worth the effort just to see your happy smiling faces when a tip works. You can even see your own cheats and hints in print by sending tips to us at: Sega Saturn Sweaty Tips Section, 37-39 Millharbour, Isle of Dogs, London E14 9TZ

LAST BRONX

Reviewed this month, and with the first moves list also printed, we're going Last Bronx crazy here at SSM! These little tips are those undocumented 'cool things' that should help you get even more fun from this ace AM3 fighting game.





SELECT WINNING POSE

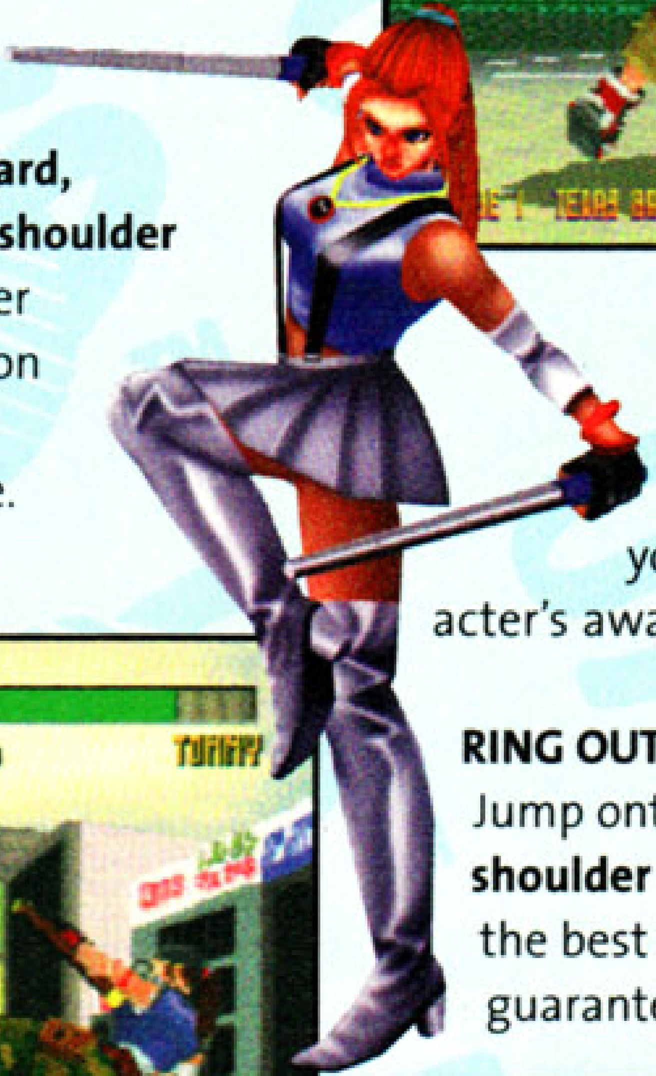
An obvious one to start with - press the **A, B, or C button** to select your fighter's victory pose. However, you've still got to win first...

COME ON! COME ON!

Each character has their own taunt. Performing a 'fire-ball' motion **(Down, Down-Toward, Toward)** and pressing the **Right shoulder button**, will make your character wave, point, shout or even moon at their humiliated opponent. Except mooning, that was a lie. Would be cool though...







CHANGE WARDROBE

Select your fighter using the **C button** in the one-player mode, and you'll find yourself wearing the character's away strip.

RING OUT

Jump onto the fence, and press **A+B+C+Right shoulder button** to leap out of the ring. Hardly the best fighting technique in the game, but guaranteed to baffle your opponents.



Next month we'll reveal how to play as that psycho Redeye and print even more secret Last Bronx cheats.









KING OF FIGHTERS '95

The better-late-than-never SNK beat 'em up, King of Fighters '95 has just been released, and no doubt you'll soon be asking how you can play as the bosses. In a preemptive strike, we present two variations of the KoF 'how to be the boss' code!

BOSS CODE ONE

In the Team Edit screen, hold down the **Start button** and press **Up and Y**, then **Right and A**, **Left and X**, and finally **Down and B**. Boss action is now available!







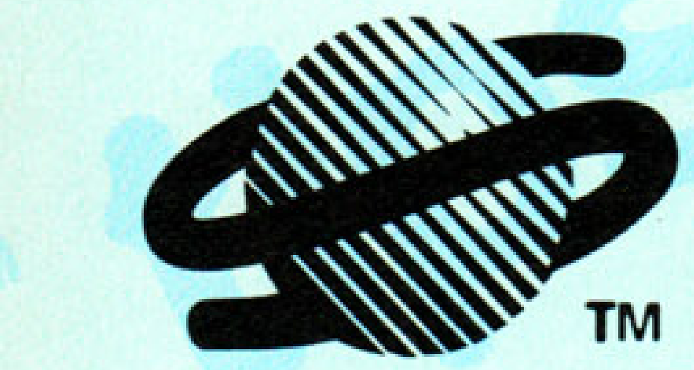


BOSS CODE TWO

If pressing two buttons simultaneously is a bit hard for you, try this method instead:

Step One: Finish the game in the Team Mode.
Step Two: Go to the character selection screen.
Step Three: Select "Yes" on the Team Edit screen and hold down the **Left and Right shoulder buttons**
Step Four: Press **Up, Down and Up** again. The bosses should now be available for play!





SHINING THE HOLY ARK







You see, the plan is, we print absolutely EVERY tip ever created for this game, in the vain hope that it may stop a few of you phoning in and asking the exact same questions. Well, that's the idea. Anyway, this little 'technique' should make the game slightly easier, by allowing you to blag some better equipment from the gullible shopkeepers!

SHADY SHOPPING SCHEME

Basically, you need to hassle the poor shop assistants in the weapon and tool shops, until they eventually sell you a superior product to the one they first try to sell you! Press the **C button** to start a conversation with the shopkeeper, then rapidly skip through the text as if you've decided to leave without buying anything. Then start again, but look out for anything different coming up in the shopkeeper's speech window. Repeat until you either get extremely bored, or the shopkeeper offers you something you like, which should be better than the original product!

Warning! Do not attempt this technique in a REAL shop in the real world - a small custodial sentence or large physical injury may occur.





Enough, ya here! No more perishing Shining the Holy Ark calls!



By the way, this is the SEGA SATURN MAGAZINE team motto.



SKY TARGET

Did AM2 really make this game? (No - RICH) They must've knocked it together in their lunch break or something. Maybe they had a work experience lad in the office to do the coding for them. Anyway, here's a couple of secret features they've put in, no doubt to make the game even more 'thrilling' and 'exciting'...

DINOSAUR POWER-UP ACTION

While you're tackling the cream-coloured Stealth Bomber on Mission Two, look out for any other aeroplanes flying towards you - there should be a flying dinosaur creature! Shoot it down to receive a 5% increase in your plane's energy and look out for other power-boosting flying monsters elsewhere in the game!

UNTESTED AND DANGEROUS PROTOTYPE

Complete the game on Ranking Mode, and a new plane (the XF/A-49) should be available for you to pilot. This plane may be experimental and temperamental, but in the tradition of cheesy military films, it's "our only hope for victory."





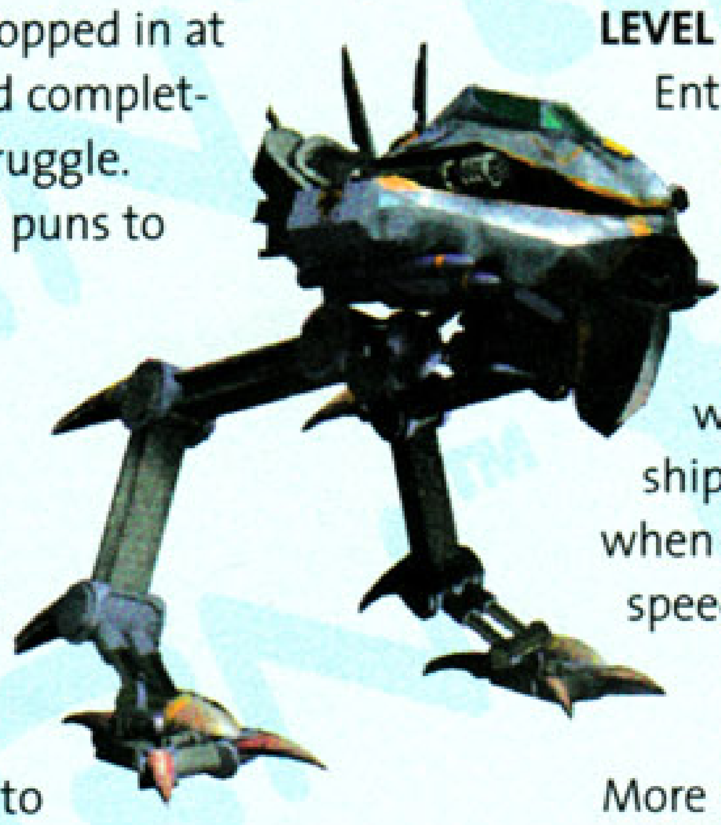
It's "plane" to see what a travesty Sky Target really is.

AMOK





It took about two years for this underwater game to eventually 'surface', so we're well ahead of schedule in printing these tips a mere five months after the game's 'launch.' Let's hope these tips will help you if you've been 'dropped in at the deep end' or if you find completing the game a 'titanic' struggle. Send your amusing AMOK puns to the above address.



BONUS MISSION

In phase two of the first mission, complete your objectives, and then head south. Hunt around and you should find an alternative exit that takes you to an extra mission.

LEVEL SELECT

Enter your password as **ZZZCYZ** and you should be able to start on any level you like.

EXTRA RAPID FIRE

Enter your password as **YAYAYA** (a voice will will say 'correct' if you've done it right), and your ship will have rapid fire right from the start. And when you pick up a further rapid fire icon, your firing speed will be boosted even more!

LIVE FOREVER

More password fun, as players entering the code: **XBABYX** will stop you from dying.





wipEout® 2097 PLAYERS GUIDE

Wipeout 2097 has finally blasted its way onto Saturn, and with it comes the most challenging futuristic racer we've ever played! Due to the high difficulty level of some of the courses, we thought that Phil should get on the case and produce a comprehensive track-and-hint guide. So strap yourselves in and here we go...

THE CRAFT

For starters, players are required to select a ship that they are most comfortable with. Only four are on offer, so choose wisely. It's a good idea to have a trial run in all of the ships in order to discover which craft is the ideal dream machine for you.

FEISAR

This is basically a beginner's ship. If you're 80 years old and only drive on Sundays then this is the craft for you. If you require something with a little more punch, look elsewhere. The Feisar is decent enough if you want to get used to a particular track, but don't expect to be on the winner's podium after the race.

AG SYSTEMS

The AG Systems craft is faster than the Feisar but unfortunately doesn't seem to have as much shield energy as other ships. Although this craft is not as speedy as the Auricom or Qirex ships, it makes up for its shortcomings in the manoeuvrability department. This is an excellent craft to start off in, but you're going to need something a little faster as the tracks and competition get tougher.

AURICOM

This little beauty is the all-rounder of the four crafts. It's quick and has a high amount of shield energy. The manoeuvrability of this ship is not as responsive as the AG Systems craft but once you get the hang of it you'll soon find yourself flying to the winner's podium every time! Once you master the Air Brake system, the Auricom craft will be like a new set of underwear. At first it's constrictive, but then it becomes a part of you.

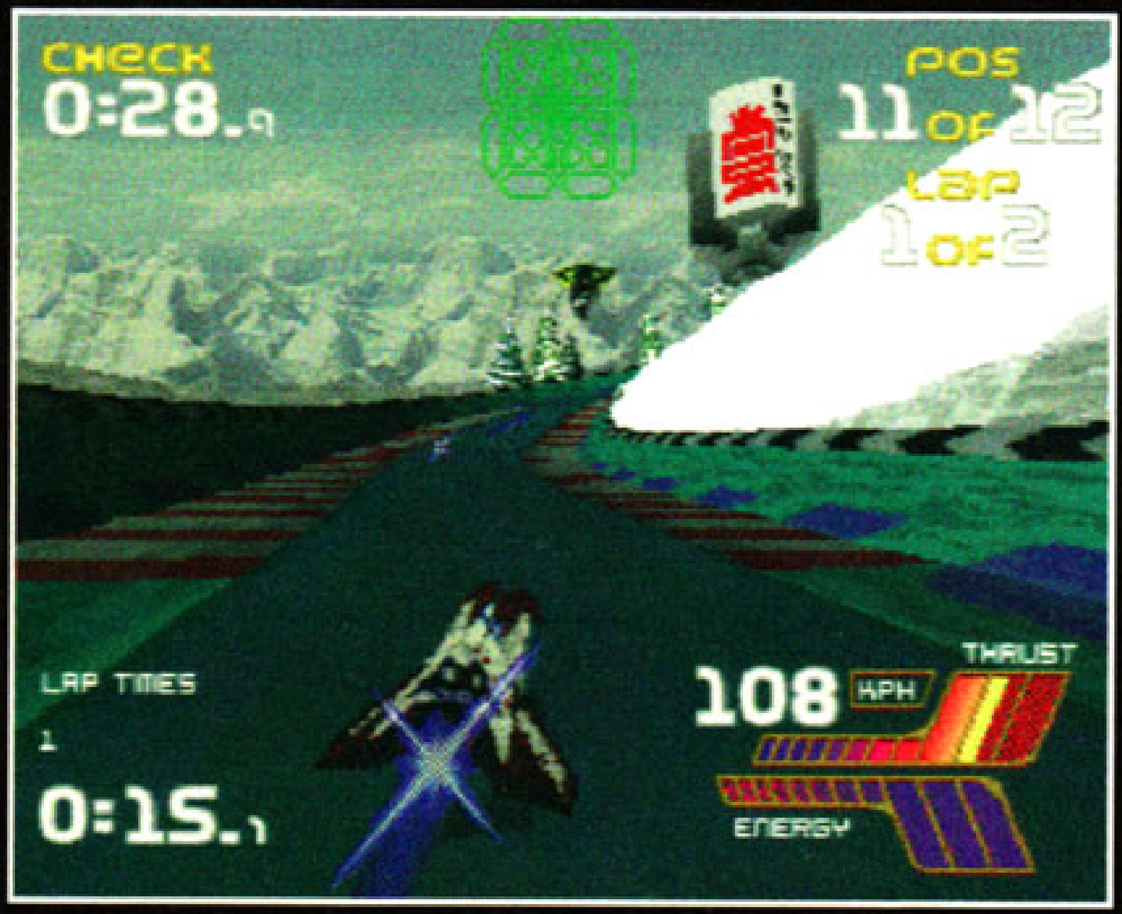



Selecting the appropriate racing craft is essential.



QIREX

The fastest ship is usually the most uncontrollable and there's no denying that the Qirex craft is the hardest ship to manoeuvre around courses. If you can master its controls this craft proves itself to be the best ship on the circuit. Shield and Thrust capabilities are excellent, so get cracking on the turning side to earn those gold medals!



This icy level features plenty of tricky twists and turns.



Expert players should blast their way through the early stages.




Do you wanna come last or race for a dream team?



WEAPONS AND POWER-UPS

There are various weapons and power-ups to be collected while racing around each track. These range from Missiles to Shield Boosts, but rest assured each item will increase your chance of victory. If you think that you're a master when it comes to high speed manoeuvring, then turn off the weapons on the option screen and try racing without any aid!

MISSILES

You only get one shot with these puppies so use them wisely. Missiles have heat-seeking capabilities so once you're locked on, fire away. Look out for the 'Rear Lock' prompt on screen as this message indicates that you have locked onto a craft behind you. Simply press down on the D-Pad and fire away to get rid of any upcoming ships.

MINES

These are best used once you have overtaken a craft. Pass an opponent and press C to lay down five mines. With a bit of luck, any wannabe racers will hit them. These are the most common weapons that the CPU opponents pick up as well so listen out for the 'MINES' sample as this means the craft in front of you is preparing to lay some down into your path. However, if you have the Thunder Bomb these can be blown away.

ELECTRO BOLT

When struck by one of these babies the craft will slow down and become unre-





There's no denying that Wipeout 2097 is one of the finest Saturn racers we've played in a long time.



sponsive. These sparks also have heat-seeking capabilities, so look out for the lock signal before firing. If you're struck by an Electro Bolt, your Auto Pilot power-up will fail to respond.

THUNDER BOMB

These devices cause huge amounts of shield damage to any visible craft. Essentially powerful smart bombs, these explosives are best used in heavy traffic. They also destroy any mines that may lie in your flight path.

SHIELD

Shield pick-ups render players invincible for a short period of time so driving through mines and hitting barriers won't be a problem. The only downfall is that you won't be able to use any other pick-ups until the shield effect has worn off.



Whenever possible, take out enemy craft with available weapons.

TURBO

For safety's sake, this power-up should only be used on straight track areas or once you really learn to master a particular course. Turbos render your craft the fastest ship on the planet or at least until you hit an object or barrier anyway!

PLASMA BOLT

Time for the big boys toys now. These devices should only be used on straight track sections or when directly behind a racer. Once deployed, there will be a one second charge, then boom! One hit will completely destroy a craft.

AUTO-PILOT

When activated, your ship will fly automatically for a short period of time. Auto-pilots are best used on tricky track sections and when the 'DISENGAGING' message appears, your auto-pilot time has run out. It will then give you manual control when on a straight section of the course. Players can manually disengage by pressing the A button at any time. If the auto-pilot is activated on the finishing straight, it'll throw you into the pit lane. It's therefore a good idea to disengage just before the pit entrance so you don't lose too much time. However, if you need the shield juice, then go for it!

ROCKETS

Rockets are fired in a spread of three. They are not heat-seeking so once again you'll have to use your own judgment. These are best deployed when in traffic. If you use them up close to a ship, you'll be able to fly right underneath as it will get thrown up into the air!

QUAKE DISRUPTER

Like the Thunder Bomb, the Quake Disrupter will cause huge amounts of damage to any visible ships. Instead of a huge explosion, a large ripple will be sent around the track tossing any craft in its way like a rag doll! This device is best used when trying to catch up with enemy craft. The only trouble is that you have a good chance of hitting the traffic as they try to turn around and get back in to the race.

EMERGENCY E-PAK

When you're down to 25% shield energy, you'll start to pick these handy packs up. You'll probably only start to get these on the last two laps of the race so they'll be well needed. Activate this pick-up to restore part of your shield energy.



AIR BRAKES!

At some point in the game you're going to have to get used to the Air Brake system. As you come up to a sharp corner, your initial reaction is to hold down the relevant Air Brake and negotiate the bend. What you should be doing is tapping the Air Brake, it's just as effective and you don't lose as much speed. The only time you'll ever need to slam both brakes on is when you're coming up to a bend after using the Turbo power-up.

LET'S RACE

Okay it's finally time for you hotshot pilots to race. Your first challenge is to earn gold medals on the first three classes: Vector, Venom and Rapier Class. Each has two courses for you to master, and you also have an unlimited amount of tries to do just that. Choose Arcade Mode from the option screen and pick your first track to race on, this should be Talon's Reach in Vector Class. Here we go!

VECTOR CLASS

TALONS REACH

This is the first track to master as you won't need to use the Air Brakes here due to a lack of sharp bends or tricky sections. Straight runs, mild banks and two laps are all you have to worry about here.

2. Pass over the power-up plate here and pray that you get a weapon. This section leads up to the pit lane. Use any weapon you manage to pick up on craft as they leave the pit area.









3. It's best to use a Turbo Power-up on the straight bit of track leading up to the finish line. If you find yourself lagging behind the leader at this point you should be able to pass them by using the Turbo.

1. This is an ideal section to start using Rockets and Thunder Bombs as the course starts to twist and turn, throwing your opponents off guard.

SAGARMATHA

It's time for two laps around the snowy mountains of Nepal now. Again you won't have to worry too much about applying the Air Brakes here, Sagarmatha is a little harder than the previous track but it shouldn't pose too much of a problem.

3. As soon as you approach this straight a Turbo should be used if you have one. If you have a Turbo, as soon as you hit the jump hold down on the D-Pad to raise the nose of your craft. You'll travel further and pass more ships than you would normally.









2. Once out of the tunnel you'll be heading for a sharp rising right-hand bend. A little Air Brake pressure might be required here if you're at top speed, if not just hold right on the pad until you pass the corner.



1. The first bend you come to requires an Air Brake to be activated as it leads into a sharp 'S' bend. On the first bend there will be a power-up plate for you to pass over. If you get a weapon, take a craft out once you're under the tunnel.



VENOM CLASS

VALPARAISO

A slightly tricky course based around a circuit in a South American jungle. Lots of twists and turns here, but none of them are really that sharp or hairy. Minor use of Air Brakes required.




1. The start of the race takes you through a few twists and turns before you get to the main part of the course. Try to follow your opponents to get used to the racing line you must take.

2. Over some bumps you must go, as you bob up and down negotiating this part of the track. Make sure you don't use a Turbo as you'll probably fly off the side of the course. It's tempting to simply let rip here as it's fairly straight, but believe me, if you hit a bump at the wrong moment you'll lose precious time!





3. As you enter a sort of Inca structure, an Auto-Pilot might come in useful here as it contains a sharp 'S' bend. If you don't have one you should only apply the Air Brake on one of the corners. I'd opt for the second corner as it's slightly trickier than the first.

4. This last major part put your flying abilities to the test. Hold down and right on the D-Pad and stay in the air as long as possible. Holding right will get you around the bend as well. Straight after will be a sharp left turn, so apply those Air Brakes people.




PHENITIA PARK

A three lap race around a German commercial park now. This is quite a tricky course as it contains many 'S' bends and very sharp turns. Auto-Pilot pick-ups will come in very handy here!



2. Just after the second jump you'll arrive at a blue tunnel. Approach with caution as looks can be deceiving! Half way through the tunnel lies a nasty left turn. You'll almost certainly have to use an Air Brake in here, just tap the left brake to get past it.

3. Just after the tunnel you'll approach another tight 'S' bend. Use the same tactics as before, then enter the second blue tunnel. Mid-way through there's a sharp right tweak so stay on the right-hand side as you enter.




1. After passing the Hotel sign you'll come up to a tricky 'S' bend that then leads to a small jump. Use your left Air Brake to get round the second bend then straighten out as you approach the ramp.





RAPIER CLASS

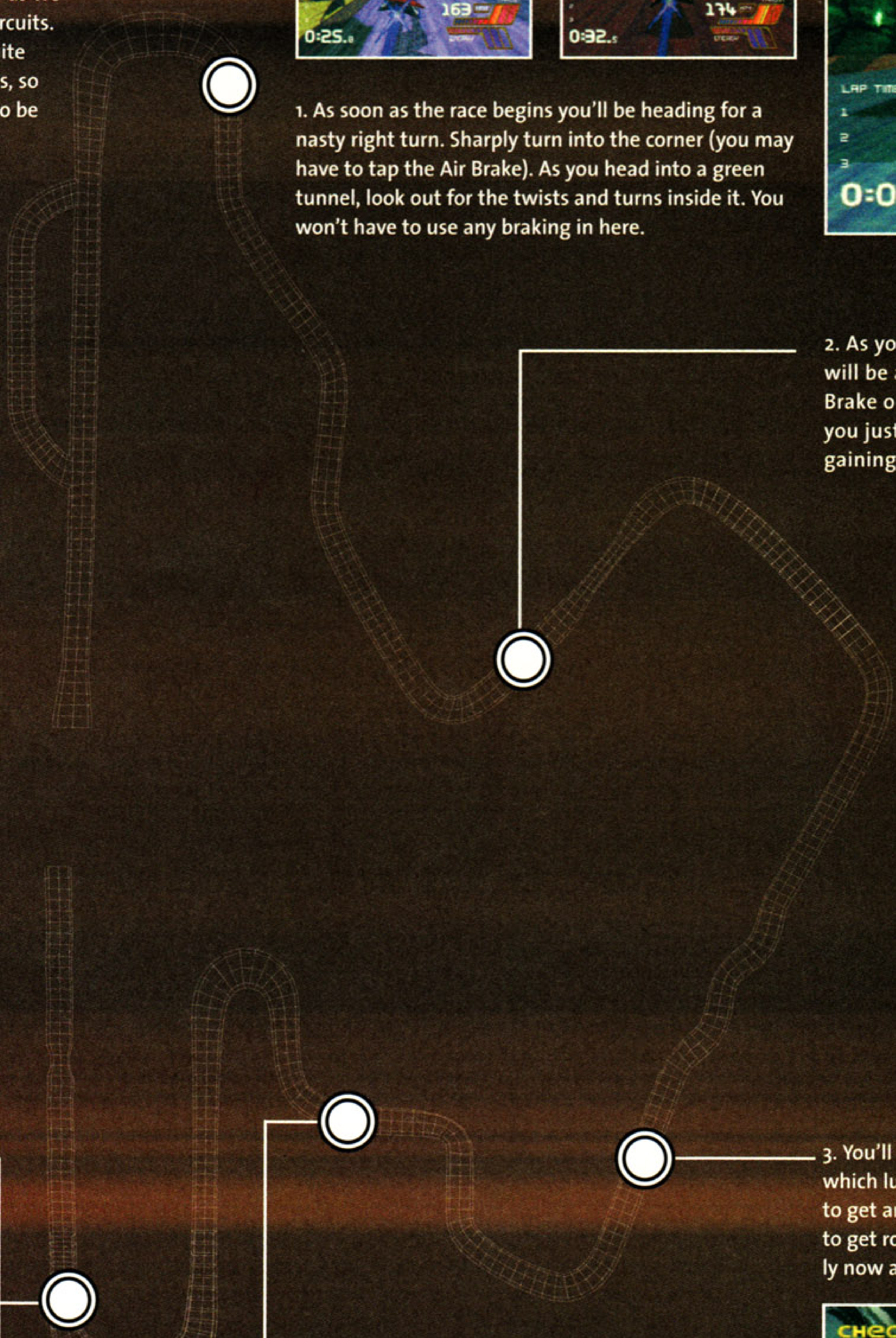
GARE D'EUROPA

Time to buckle up now as we approach the Rapier circuits. Your opponents are quite tough, as are the tracks, so there's going to have to be some heavy Air Brake action if you wish to finish these courses. Along with four lap races these should be quite a challenge.









1. As soon as the race begins you'll be heading for a nasty right turn. Sharply turn into the corner (you may have to tap the Air Brake). As you head into a green tunnel, look out for the twists and turns inside it. You won't have to use any braking in here.

2. As you exit the green tunnel a sharp left turn will be awaiting your arrival. Stick the left Air Brake on quickly and swing around it. Make sure you just tap the brake as you'll lose lose some gaining distance on the ships ahead.





3. You'll soon approach a nasty red lit tunnel inside of which lurks a sharp right bend. Tap the right Air brake to get around it. As you exit the tunnel, throw a right to get round another sharp bend. You can breath easily now as a nice straight follows.



4. A nasty set of 'S' bends now arrive and you'll almost certainly have to slow down for these. Tap the Air Brake around each one, then start to speed up as you swing around the hairpin bend.





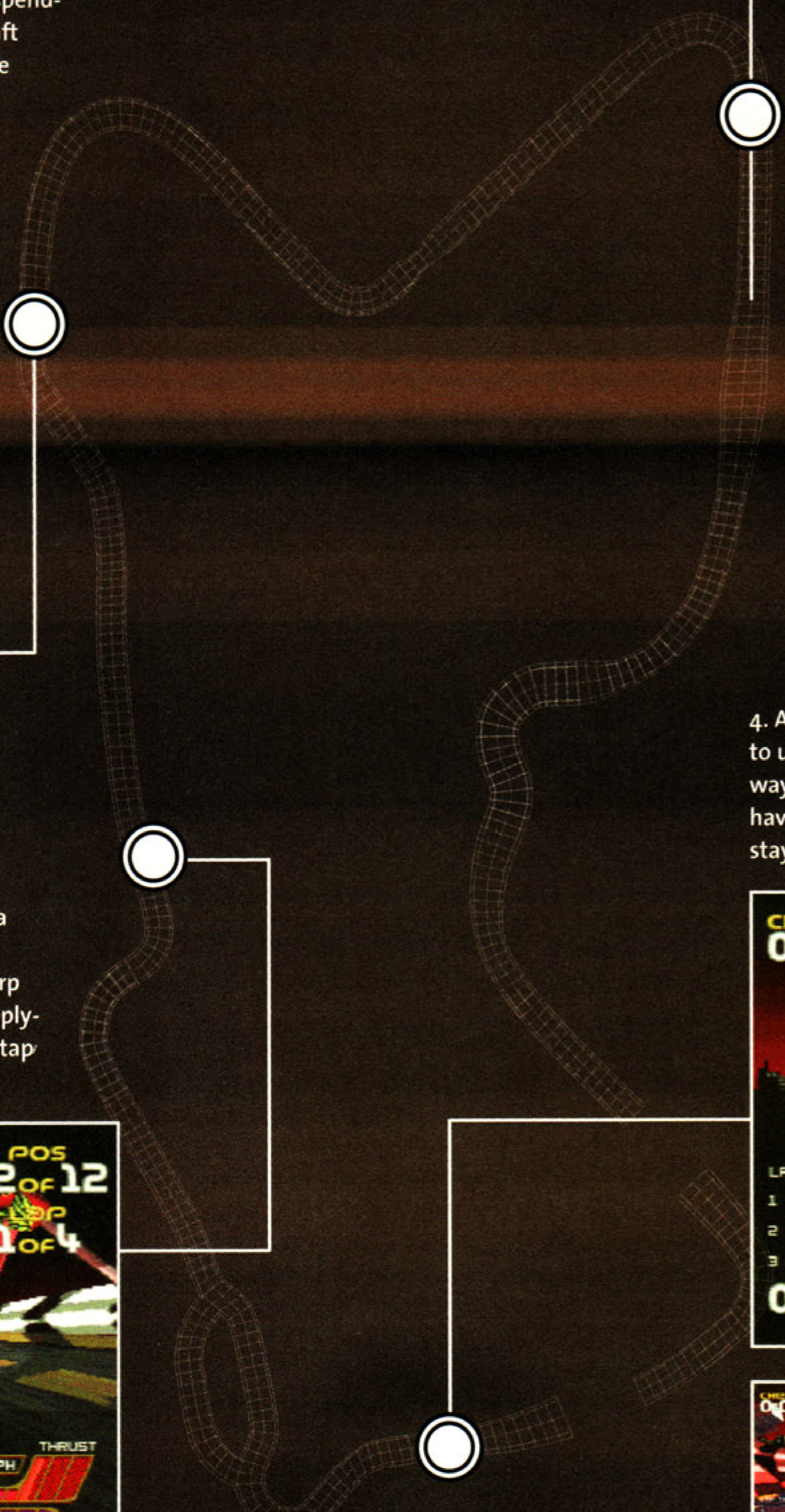
5. Straight after the hairpin, you'll be heading up a straight run that eventually leads to a huge jump. As soon as you hit the ramp, lift the nose of your craft. You'll travel a great distance in a very short amount of time and you'll pass any vehicles that were ahead of you.





ODESSA KEYS

The last of the Rapier tracks is a huge suspended circuit over the Black Sea. Get your craft ready, inflate your life jackets and prepare to tackle the last track for this month.





3. Swinging around the 'Red' bend is quite tricky so quickly tap the right Air Brake to make it around safely. This will then lead you on to a good racing line as you approach the jump leading to a blue tunnel.

2. Under the tunnel are a few big bumps in the track. As in the Jungle circuit make sure you don't use the Turbo Boost here as you'll be thrown straight into a barrier.



4. As you approach the red 'S' bends, you'll either have to use an Auto-Pilot if you have it or Air Brakes. Either way you won't make around by just praying. You'll have to Air Brake around both corners if you wish to stay on the racing line that leads to the Finish Line.

1. As the race begins you'll pass through a blue tunnel with a bend that goes off to the right. Straight after this will be a sharp left. It's possible to get round without applying the brakes, but I suggest you quickly tap the left Air Brake just to make sure.









CHALLENGE ONE

Once you have successfully finished all tracks, placing first, the Phantom Challenge will be issued to you. You now have three lives with which to complete each track in first place and it's all in Rapier Class! It's a tough challenge, but once you beat it you'll earn the two Phantom courses which are super hard.







The Phantom Challenge is a true test of any racer's piloting skills. Are you ready for the ride of your life?



Next month we'll reveal even more cool Wipeout cheats including the option to play as crazy animal shaped craft!

PLAYERS GUIDE

RESIDENT EVIL GUIDE

Complementing SEGA SATURN MAGAZINE'S unrivalled coverage of Capcom's highly acclaimed Resident Evil, given a massive 94% rating in our last issue, this month we present the complete walk-through guide for Chris Redfield. Armed with only his cunning for protection, LEE NUTTER investigates further...

Although we've endeavoured to be as specific as possible in this comprehensive guide, from time to time players are required to use their initiative and save their game position or visit the storage areas to top up their health.

Begin by progressing through the dining room and taking the door at the far end on the right. In the hallway, turn left and proceed to the end until you meet the zombie. Once the cut sequence is finished, run back the way you came to the main entrance. Pick up Jill's beretta pistol and also the ink ribbon on the table at the left side of the stairs. Return back to the first zombie and dispose of it with the beretta. Examine the corpse it was feasting on and recover the two beretta clips before returning to the main entrance. Go through the blue double doors and manoeuvre the steps up to the statue and recover the map held within its grasp. Push the chest into the corner, allowing Chris access to the room behind. Progress through the corridor, shooting the zombie lying on the floor, before retrieving the ink ribbon from the shelves.

Return to the main entrance and proceed up the staircase, taking the second set of stairs to the right and the second door on the left. Take the small key and proceed through the door at the end, leading onto



the terrace. Take the clip from the corpse of Forest and exit promptly, being careful.

Once back at the landing, enter the door at the opposite side of the staircase. Kill the two zombies with the beretta and push the statue holding the blue jewel to the gap in the banisters and over the edge. Take the door at the end of the room and shoot the three acid vomiting zombies before taking the stairs leading down.

Enter the room behind the stairs where Chris has





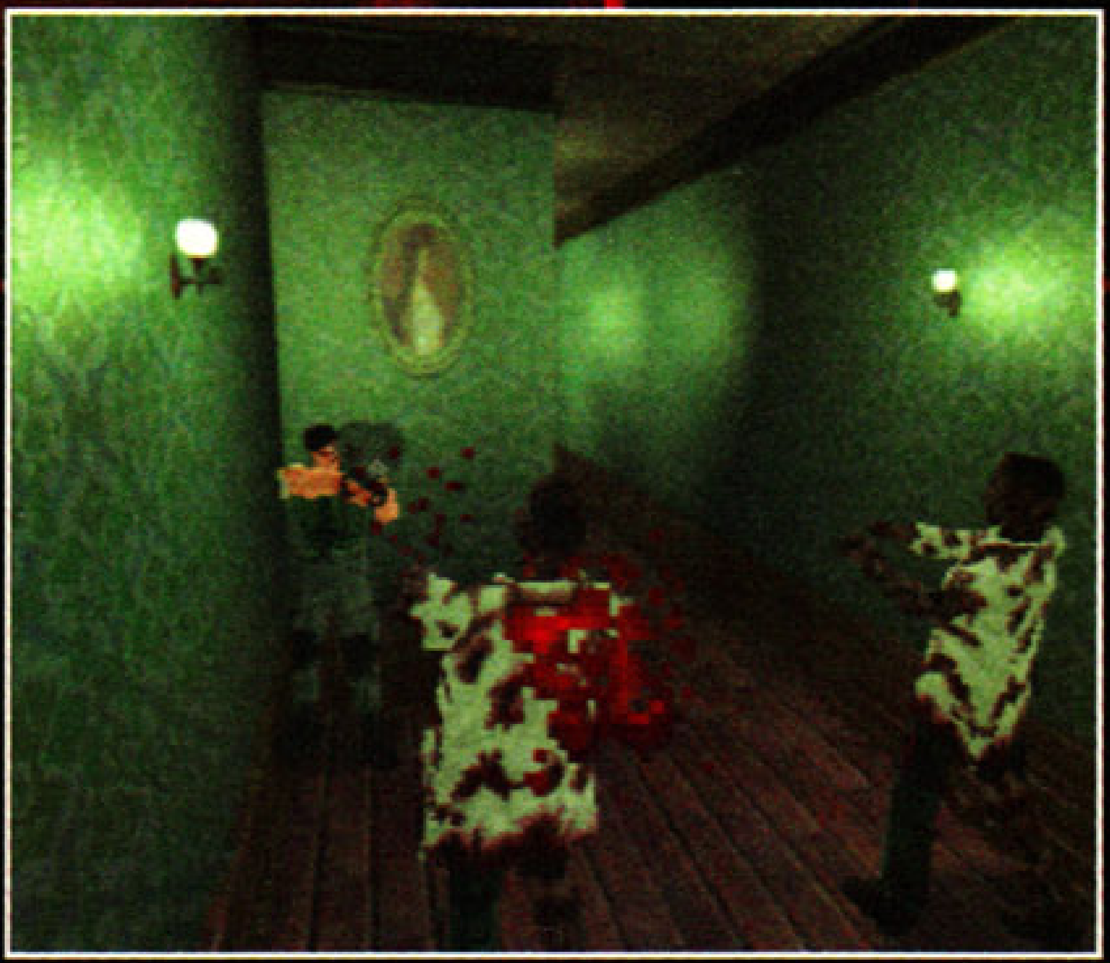


a short interaction with Rebecca. Take the key from the bed and place the knife, and small key into the chest before saving the game on the typewriter. Upon leaving, players have a choice as to whether to take Rebecca with you. Choosing "yes" is the most difficult route, with "no" being a tad simpler. Either way she remains in the room for the time being.

Follow the corridor round to the left, avoiding the zombies and entering the end room. Shoot the two zombies adjacent to Chris and take the corridor to the right, shooting the next zombie and entering the door on the right. Inside the bedroom, take the clip off the bed before examining the desk. Shoot the zombie which emerges from the closet and re-examine the desk. Exit the room and take the door at the end of the corridor, then the door opposite Chris leading to the dining room. Retrieve the blue jewel from the bro-



Attempt to read the researcher's diary and a marauding zombie staggers out of the closet and tries to chomp on Chris's neck.



The claustrophobic nature of the corridors makes escape difficult.



Unfortunately, whilst basic STARS training covers the finer points of unarmed combat and firearms expertise, the omission of piano lessons proves costly to Chris.



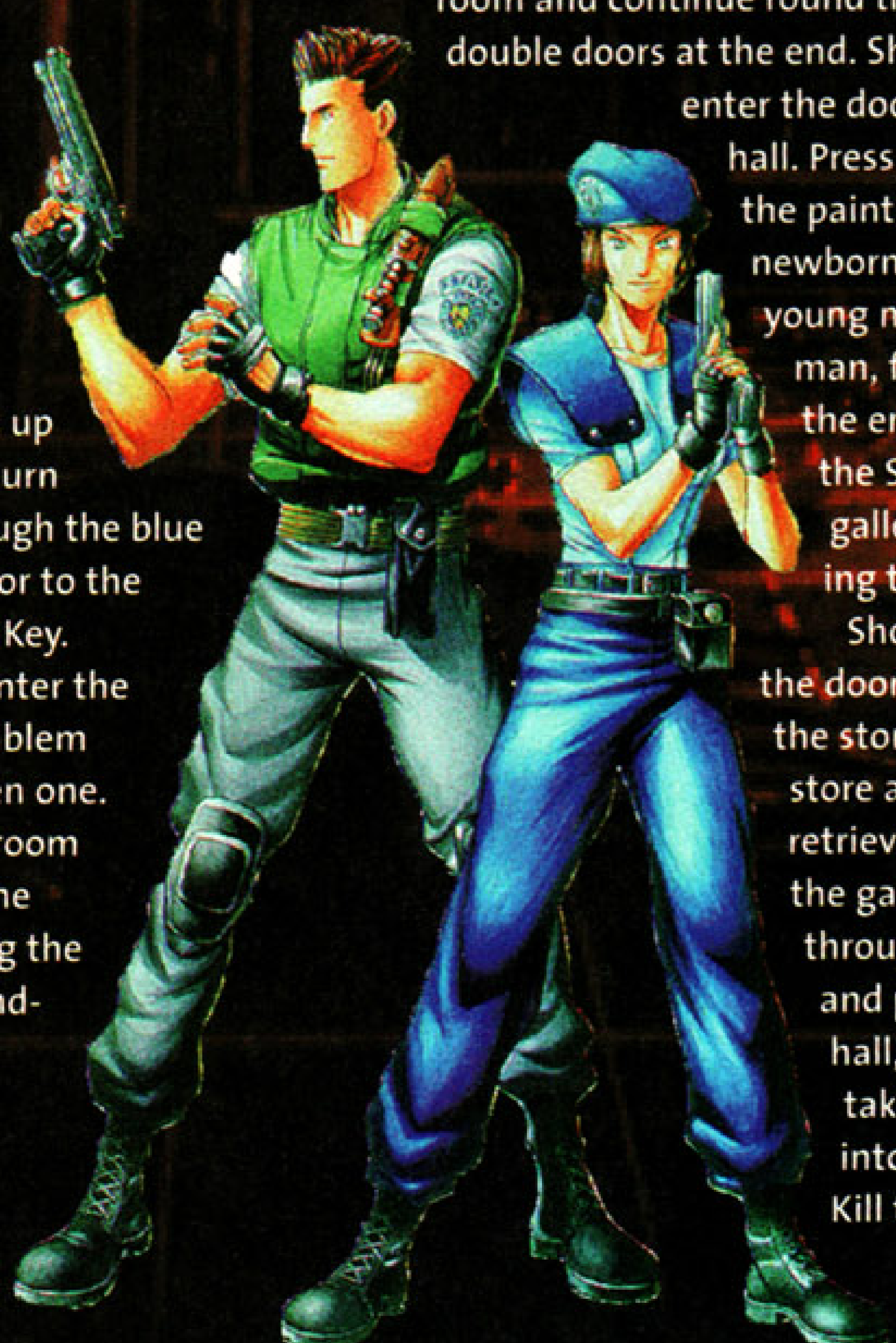
Remove the gold emblem and Chris becomes imprisoned in the room until the emblem is replaced with another object. Hint.



ken statue and return through the door, then take the door opposite. Progress down the corridor taking the small passage on the left and enter the door. Place the blue jewel in the tigers eye and take the Wind Crest. Exit the room and take to the left at the end of the corridor. Turn left and proceed to the end of the corridor and enter the red door to the left. Walk around the piano and slide the bookshelf along, allowing Chris to take the music notes. Use them on the piano and Rebecca enters the room and attempts to play the piano. Allow her to practice.

Leave the piano room and continue down the corridor taking the first door on the left leading to the dining room. Pick up the emblem off the wall and return to the main entrance. Pass through the blue double doors and unlock the door to the right, then discard the Mansion Key. Return to the piano room and enter the secret room, taking the gold emblem and replacing it with the wooden one.

Return back to the dining room and place the gold emblem in the space provided, before retrieving the Shield Key from behind the grandfather clock. Return to the main entrance once again and pass through the blue double doors. Enter the door to the right which Chris previously unlocked and run quickly to the end of the hallway avoiding the ravenous hounds. On entering the next room, take the green herb to the right and use it if Chris' health is low. Return to the hallway and shoot the two dogs. Slide the chest and take the beretta clip underneath and return to where the green herb was found. Follow the winding corridor and take the second door on the right, draining the bath tub and retrieving the small key. Exit the bathroom and continue round the corridor, entering the double doors at the end. Shoot the two zombies and enter the door at the bottom left of the hall. Press the switches underneath the paintings in the following order: newborn baby, infant, lively boy, young man, middle-aged man, old man, followed by the switch at the end of the gallery. Recover the Star Crest and exit the gallery, turning right and taking the grey door on the left.



Shoot the zombie and take the door to the right, leading into the storage room. Use the trunk to store any unwanted items, retrieve the small key and save the game position. Exit back through the grey door, turn right and proceed to the end of the hall, turning right again and taking the end door leading into the roofed passageway. Kill the dog and place the Wind and Star Crests in the panel near the end.

Return back to the storage room and pick up the bag of chemicals. Return through the grey door to the corridor where the tiger room is located, at the opposite side of the mansion. Once there, follow the L-shaped corridor round to the greenhouse room and place the chemicals in the pump. Once the aggressive plant is dead, pass by it and retrieve the Armour Key, taking the opportunity to stock up on herbs.

Exit the greenhouse taking the first door which appears opposite Chris at the end of the corridor. Enter the first door to Chris' left and take the broken shotgun, beretta clip and use the small key to unlock the drawer to obtain the shotgun shells. If Chris hasn't enough inventory spaces, the storage room is located just around the corner.

Ensuring Chris has the broken shotgun and one free inventory space, return to the main hall. Pass



Use the bag of chemicals in the pump to poison the plant.





through the blue double doors, taking the door opposite and passing down the corridor where the dogs were encountered. Enter into the winding corridor, following it round to the end and taking the last door on the left opposite the double doors. Pass through into the living room, pick up the mounted shotgun and replace it with the broken one. Zombies are now easily disposed of with a single blast to head.

Return back to the main entrance and enter the door next to the blue double doors. Kill the zombie in the left passage and proceed down it and enter the mirror room. Pick up the herb and ink ribbon, killing the zombie if necessary before returning to the main entrance. Proceed up the stairs and to the right and take the door opposite into the darkened U-shaped corridor. Shoot the two zombies and enter the green doors to the left of Chris and push the statues over the vents in the floor. Press the switch in the centre of the floor and take the Sun Crest before exiting the room.

Proceed to the end of the corridor and enter the door at the end, leading into the library. Pick up the botany book and exit through the opposite door.



Avoiding the zombies or killing if necessary, walk down the landing area taking the first door on the right. Kill the zombie and take the door to the left, pressing the switch on the insect display. Push the aquarium to the right hand corner of the room and slide the bookcase into the left corner. Retrieve the shells and take the researcher's will from the desk and exit into the opposite room. recover the lighter, shells and red herb if space is free in the inventory and return to the landing. Turn right and run to the end of the corridor entering the blue door. Use the lighter on the fireplace to reveal the map of the second floor. Exit the room taking the staircase to the right and entering the storage room. Replenish Chris' energy, stock up on ammo and save the game position if necessary.

Ensuring the lighter is present in the inventory, advance back up the staircase and follow the corridor around to the right, leading into the U-shaped hallway. Go past the green double doors and take the last door on Chris' left. Proceed down the hallway, using the herbs if necessary and examine Richard. Pick up the clip and exit through the other door. Kill the zombie and proceed up the stairs, unlocking the door but not entering. Discard the key and proceed down the steps, taking the corridor to Chris' right. Enter the door and use the lighter on the candles, revealing the darkened room. Move the bookcase and pick up the shells behind.



Return back up the steps to the previously unlocked door. Making sure Chris' energy and ammo are both high, enter the room where Chris encounters the giant snake. There are basically two ways of going about this part. Stand and fight, using numerous shotgun blasts until the snake is scared off, or better still, negotiate Jill around the snake back to its lair to retrieve the Moon Crest and the shells located in the same room. Either way, Chris always appears to get bitten by the snake and poisoned, collapsing upon exiting the room.

Now, if Chris chose to let Rebecca follow him, players take control of her and return to the storage room where Chris first encountered Rebecca to recover the anti-poison serum and bring it back to the deteriorate Chris. If Chris chose not to let Rebecca follow him, she rescues him anyway and Chris awakens fully recovered in the storage room.

Store everything apart from the two remaining crests and weapons. Return Chris to the roofed passage at the opposite side of the mansion and place the two remaining crests in position. Enter the unlocked door and manoeuvre the steps over to the shelves and retrieve the square crank and a small key from on top of one of the barrels. Pass through the opposite door and kill the three dogs with the shotgun, before retrieving the map from the wall of the passageway to the left. Proceed back round to the



Removing the shotgun activates a trigger mechanism.



Place the blue jewel in the tiger's eye to retrieve the crest.







rusty gate at the end of the courtyard and pass through it. Walk around the pool and use the crank on the square hole, draining the water and revealing a passage. Cross the passage and climb the ladder at the other side, running quickly along the passageway avoiding the venomous snakes. Proceed down the elevator and shoot the three dogs at the bottom, before passing through the gates at the opposite side towards the guardhouse. Shoot the dogs before proceeding down the passage and into the guardhouse. Manoeuvre the statue down the passageway to cover up the hole in the floor. Then return to the door Chris passed on the right and store the crank in the trunk before saving the game position.

Exit the room and enter the door opposite, killing the two zombies inside. Enter the first door into the bathroom and drain the bathtub. Take the Control Room Key and go back into the bedroom, retrieving the red book, shells and small key, if enough space in the inventory is available. Return back to the storage room to store the red book and the small key.

Return to where the small statue was moved to and enter the door ahead. Proceed down the hallway, taking the first doorway to the right of Chris. Move down the passage towards the bees' nest and recover the Dormitory Key 002. Exit the room avoiding the bees through the door Chris came through. Continue down the hallway taking the next door to the right, discarding the key when prompted and entering room 002. Enter the bathroom to the left and kill the zombie inside and retrieve the clip. Return back to the main room and pick up the dormitory map, Plant 42 report and shells. Push the cabinet to reveal the ladder behind and descend it.

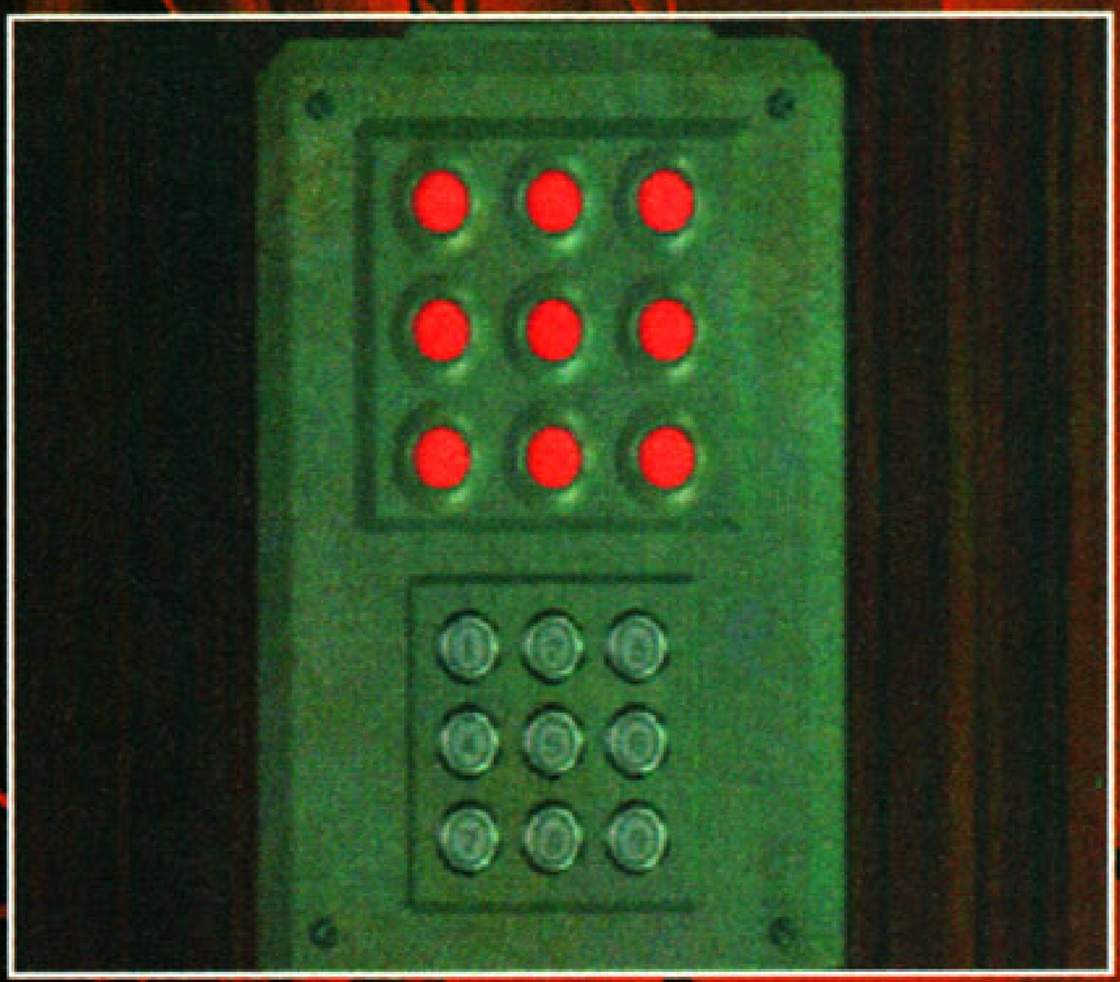
In the underground tunnels, manoeuvre the three boxes to create a walkway and advance into the water and through the double doors.

Follow the passage around to the right avoiding the sharks, taking the door on the left on the opposite wall and discarding the Control Room Key when prompted. Flick the lever to drain the water and press the button next to the door to unlock the adjoining weapon storage room. Upon entering the weapon storage room, take the Dormitory Key 003, two clips and the shells, saving one inventory space for the small key in the room directly opposite. Once the small key has been retrieved, head back up the ladder.

Proceed to the small statue covering the hole in the guardhouse and take the red double doors at the end of the passage. Blast the two spiders repeatedly with the shotgun, before examining the pool table and in particular the positioning of the cues. Collect the ink ribbon and clip and exit the room.

Head towards the room with the bees nest, and enter the dormitory 003 and discard the key. Enter the bathroom to the left, killing the zombie inside and retrieving the clip. Then return to the bedroom and open the desk using the small key to gain access to the ink ribbon inside. Go over to the bookcase and replace the V-Jolt report with the red book, before proceeding through the newly revealed door.







The two giant spiders in the guardhouse drop from the ceiling and spew acid over Chris.



A single blast from the powerful shotgun takes the head clean off the lurking zombie.

Players who agreed early on in the game to allow Rebecca to follow, now take control of her. As Rebecca, exit the room and go towards the chemical room directly opposite with the password panel. Enter the code 1245 (the time the cues were denoting on the pool table) and enter the room. Mix the V-Jolt fluid using the chemical formula: 1+2=3, 3+4=7, 2+4=6, 6+7=13, 1+2=3, 3+13=V-Jolt. Take the mixture back to the underground tank where the sharks were encountered, into the room immediately to the right where the small key was previously retrieved. Use the mixture on the roots of Plant 42, allowing Chris to finish it off.

However, players who said no to Rebecca earlier on in the game, face the Plant 42 alone. Keeping to the sides of the room to avoid the falling acid, repeatedly blast the plant with the shotgun. Finally, the plant retracts as if it were dead, but re-emerges, dying only when its branches are severed. Around 20 rounds of ammo are required to finish it off, allowing Chris to search the fireplace and recover the Helmet Key.

Return to the guardhouse, saving the game position and replenishing Chris' health if necessary. Go back to the mansion, being aware that the lethal Hunters have since infested the mansion. Upon exiting the roofed passage, blast the first Hunter several times with close range shotgun blasts, before entering the first door to Chris' left. Activate the switch on the desk and take the Colt rounds and doom book if space is available in the inventory. Exit the room and enter the grey door next to it, killing the Hunter and entering the storage room. Store the Colt rounds and doom book and replenish Chris' ammunition and health before exiting the room. Proceed back down the corridor the way Chris came and passing through the grey door. Enter the double doors at the end of the corridor, following the winding passageway killing Hunters encountered along the way and avoiding the giant spiders. Once in the main entrance, proceed up the stairs and enter the room above the dining area. Kill one of the Hunters as quickly as possible and progress down that side of the room to the door at the end. Kill the next zombies in the next corridor and walk around the staircase taking the first door in the adjacent passageway. Inside the library, flick the switch next to the door and pick up the orders and shells but leave the Colt rounds if they fill up Chris' inventory. Manoeuvre the ladder underneath the stag's head and retrieve the red jewel from its eye socket before exiting the library. Head down the stairs, killing the Hunter attacking Rebecca and saving the game position in the storage room.

Exit the room and follow the corridor leading on to the tiger room. Place the red jewel in the tiger's eye and retrieve the Colt Python. Make your way back to the storage room over the far side of the house, by taking a left outside the tiger room, passing through the dining room, main entrance, blue doors and so forth. Stock up on energy and ammunition for the new Colt weapon, before exiting the room and proceeding up the staircase.

Kill the Hunter to Chris' left using the Colt and proceed to the door at the the bottom of the corridor.





Without Rebecca, Chris is left to kill Plant 42 himself.



Tough-as-nails and vicious killers, the Hunters are lethal.

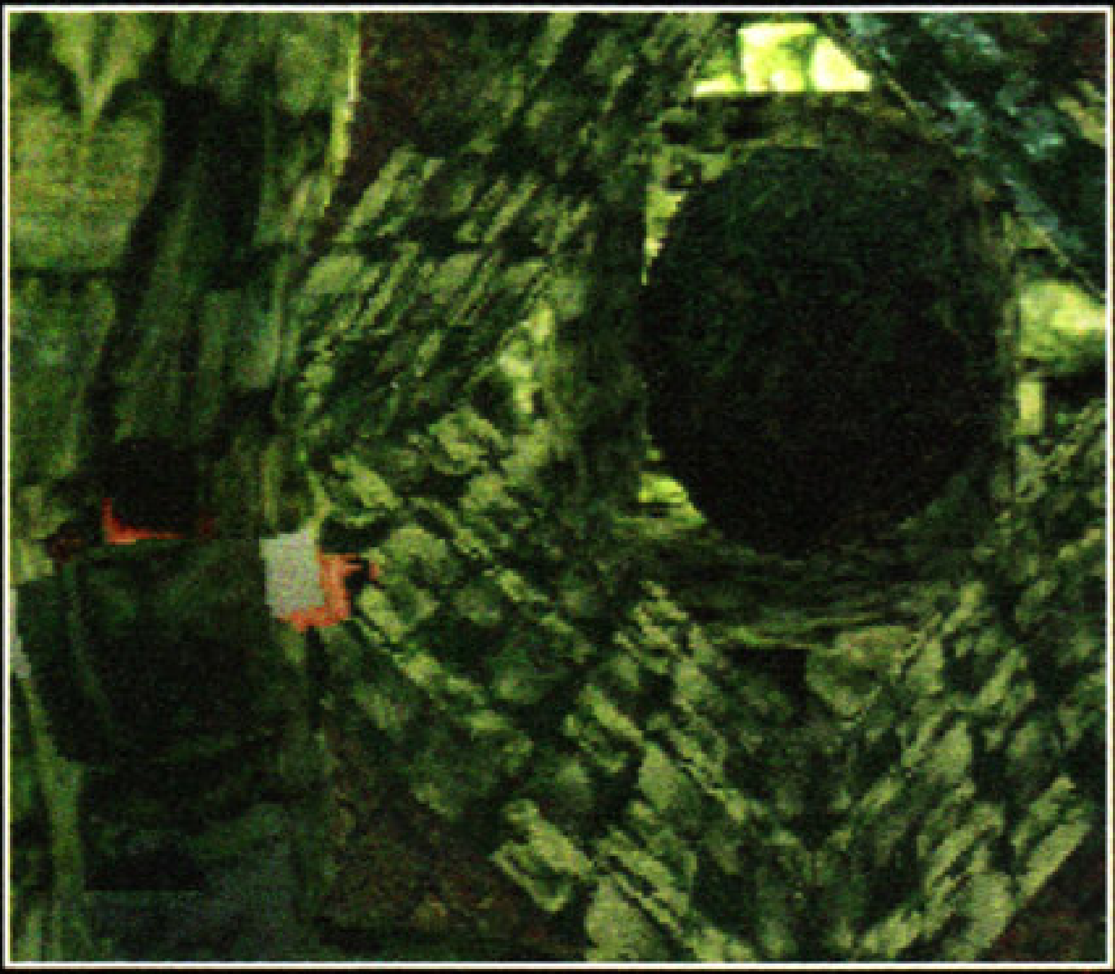


Chris returns from the garden area to discover that the mansion has since been inhabited by the lethal Hunters, pictured here.





Giant spiders drop from the ceiling to attack their prey.



Use the crank to reveal the hidden room behind the walls.



Pass straight through the first room into the next, discarding the Helmet Key when prompted. Proceed over to the piano, being prepared for the giant snake which returns through the open fireplace. Using the Colt, fire repeated shots into the snake, avoiding its attacks where possible. Making sure the shotgun is available, jump down the hole in the floor when the snake has been defeated.

Activate the switch on the gravestone and proceed down the trap door, taking the first turning to Chris' right and shooting the zombie with a single shotgun blast to the head. retrieve the shotgun shells and exit through the door at the far side. Avoid the feasting zombies unless the herbs are desperately required and follow the corridor leading to the kitchen.

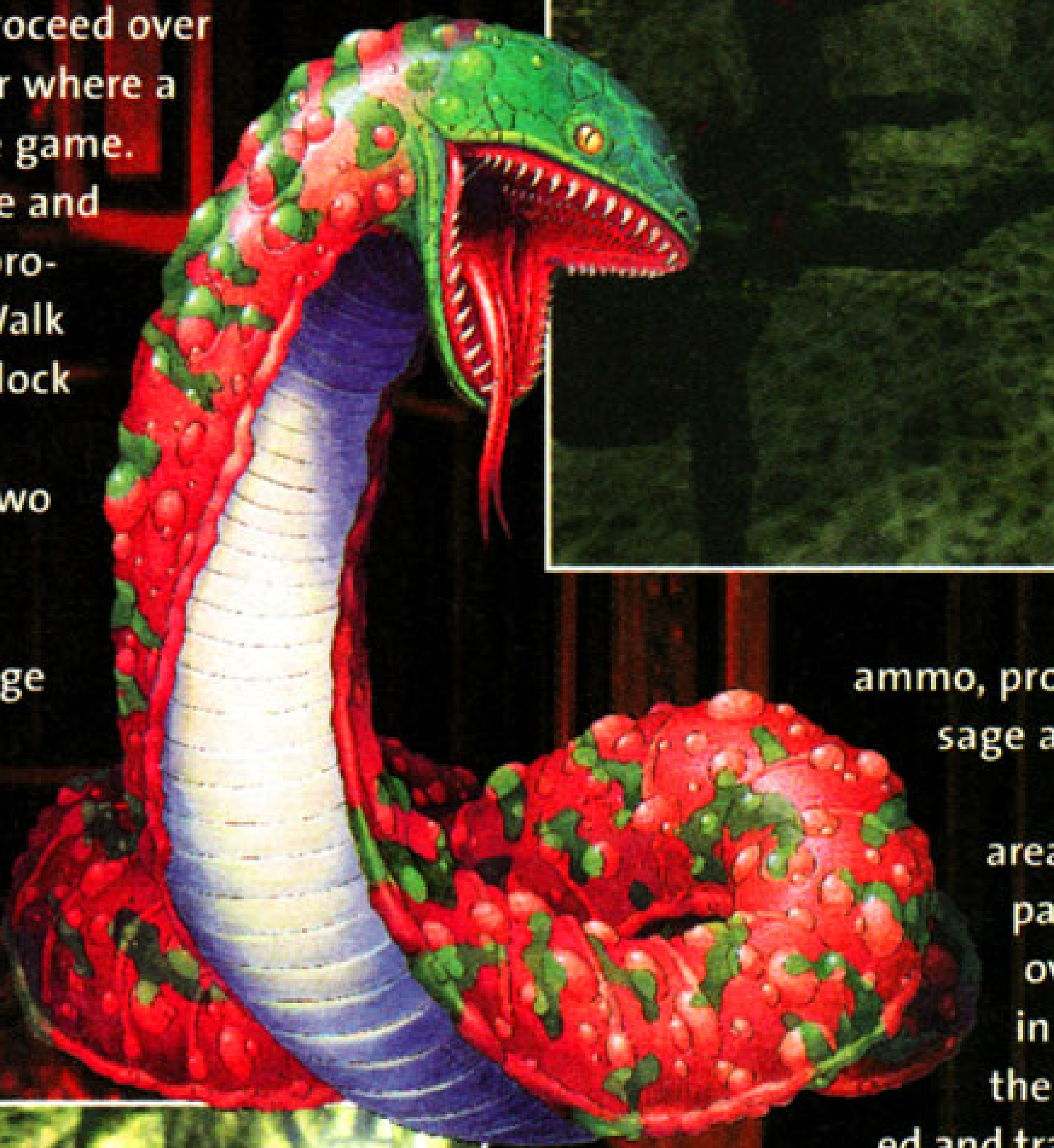
Recover the small key from the kitchen counter and shoot the zombie lying on the ground with a single shotgun blast. Enter the elevator and shoot the zombie immediately opposite Chris when it reaches the top. Follow the corridor to the right and enter the first door directly ahead. Take the shells and battery from the closet, being sure to leave yourself with a spare inventory slot. Exit the closet and head back towards the elevator, shooting the zombie lurking nearby. Enter the blue double doors past the elevator to Chris' left and kill the zombie immediately upon entering. Go over to the desk on the right and retrieve the Colt ammo using the small key. Proceed to the door in the opposite corner, killing the zombie hiding behind the book shelves. Pick up the scrap book and pass through the door. Once inside, locate the red button on the wall and activate it, illuminating a small area in the corner of room. Push the small statue into the illuminated area and enter the secret room, taking the first MO disk before exiting the room.

Go over to the other side of the room and push the bookcase towards the top of the screen, revealing the secret observatory. Take the ink ribbon and clip if enough space is free in Chris' inventory, before returning back to the elevator.

Once in the kitchen, proceed over to the far side near the door where a cut-sequence interrupts the game. Shoot the advancing zombie and enter the doorway, before progressing up the staircase. Walk around the elevator and unlock the double doors, passing through and shooting the two Hunters with the Colt.

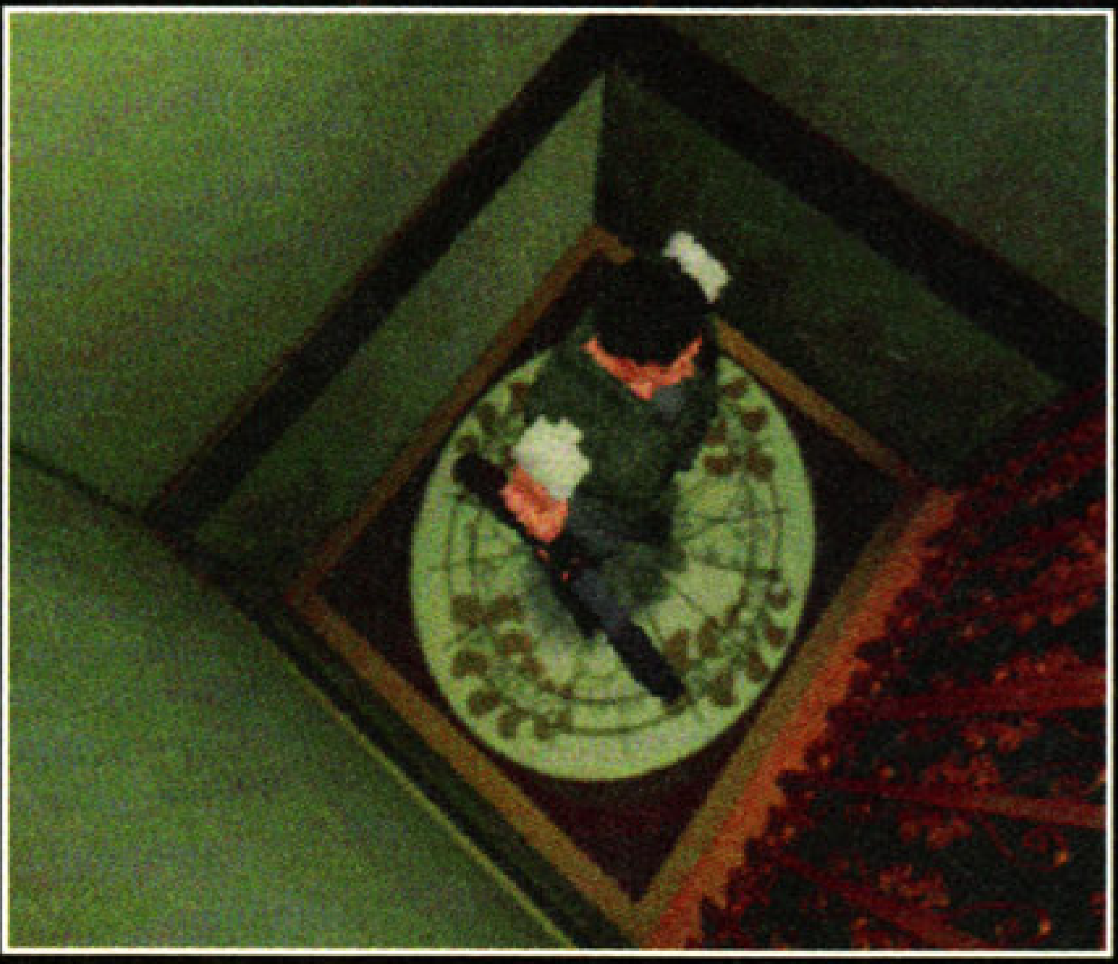
Return to the storage room near the roofed passage and replenish Chris' health and ammunition. Making sure the doom book, square crank and battery are in Chris' inventory along with plenty of ammo, progress into the roofed passage avoiding the Hunter.



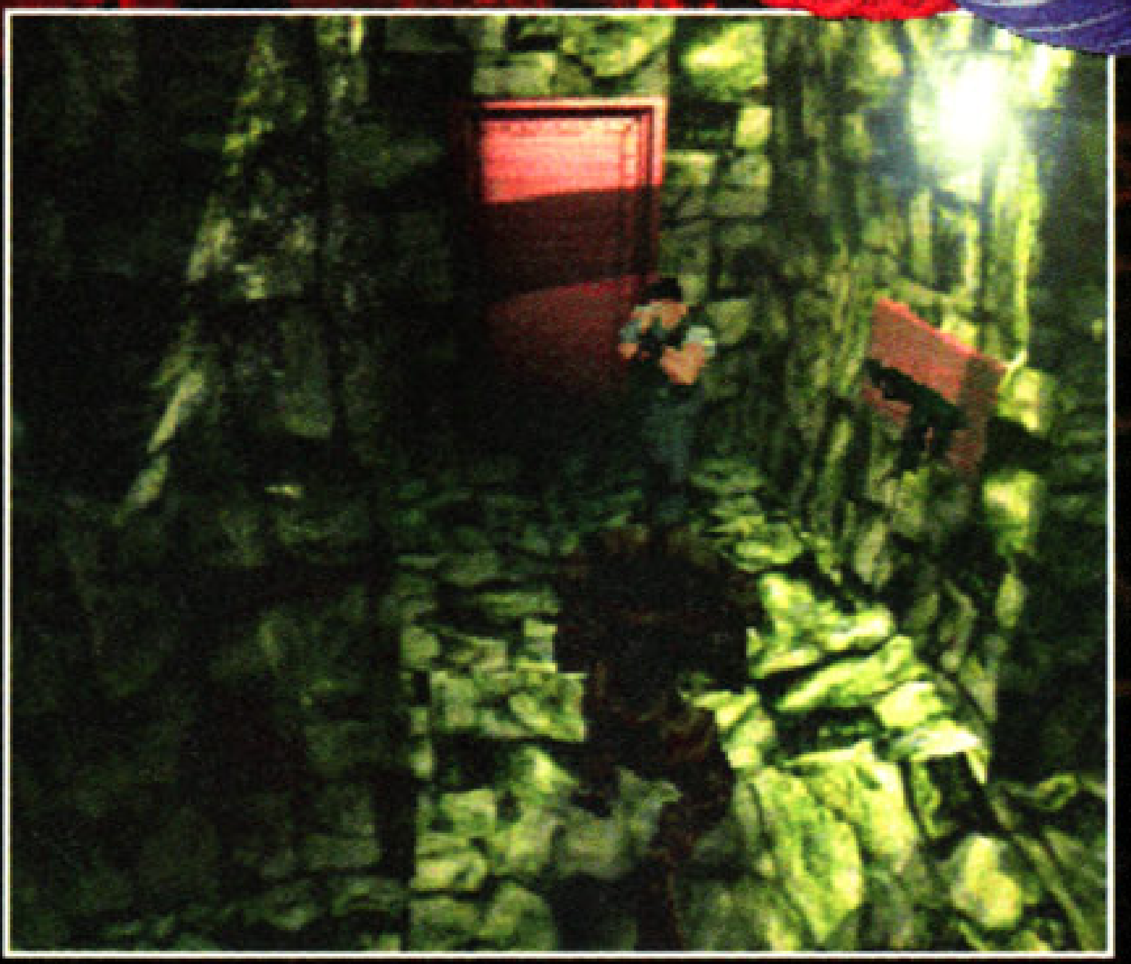


Progress round to the pool area and pass over the waterpath, down the elevator and over to the broken elevator in the Lower Courtyard. Use the battery in the hole provided and travel on the elevator back up. Return back to the pool and use the crank in the hole to stem the water flow. To be on the safe side, players should now return to the closest storage room and get rid of the crank as it uses valuable storage space. Proceed back round to the elevator and travel down to the lower courtyard... again.

Progress down the newly revealed ladder behind the waterfall ensuring Chris has plenty of ammo first. Save the game position on the typewriter if it has not been saved for a while and if Chris is in possession of an ink ribbon. Progress through the door next to the ladder and take the flame thrower if desired, though it is not absolutely necessary and inventory space is limited. Proceed to the left and enter the doorway. Take the first aid spray and the box of shells before continu-



Chris uses the elevators to get around the tunnels.



New monsters lurk in the sewers beneath the mansion.

ing down the passage and through the next door. Follow the passage round and the Enricho cut sequence takes over. Take the clip from Enricho ensuring at least one inventory space remains and return back round the passage until encountering the all-new monsters for the Saturn version of the game. Kill them both with the Colt and pick up the hexagonal crank before exiting the passage. Two more new monsters are lurking in the passageway which players should avoid to save valuable ammo and exit through the way Chris came in. Return to the area near the typewriter, killing the new monster and using the hexagonal crank to proceed through the next door. Pick up the flame thrower if Chris does not already have it and walk to the boulder, turning to run away and triggering it off. Run into the small entrance and exit when the boulder has past.

Run over to where the boulder is and kill the monster. At the other end of the passage is some flame thrower fuel, though collecting it alerts another monster. Enter through the double doors into the spider's lair, running around it whilst blasting with Colt. When it dies, exit the room the way Chris came in to avoid the poisonous baby spiders. Return to the lair and recover the combat knife which is used to hack through the spiders web allowing access to the door. Take the first door on the left and use the blue herb if Chris was poisoned during the spider attack and if necessary the first aid spray. Save the game position and dump the combat knife before leaving the room making sure the flame thrower and hexagonal crank are in Chris' inventory. Proceed to the opposite end of the corridor, running to avoid the snakes and using the flame thrower to unlock the door before passing through it.

Once in the passage, use the hexagonal crank three times to reveal the hidden passage. Trigger the boulder and hide in the passage, before collecting the MO disk from where the boulder lay.

Enter the secret room and slide the statue along the wall until it is opposite to the highlighted switch on the floor. Use the hexagonal crank in the hole to move the statue off the wall, repeating the action to allow Chris to push the statue onto the trigger. Retrieve the second doom book before returning to the storage room to dump the crank. Exit the room ensuring both doom books are in Chris' possession as well as three free inventory spaces. Turn left and take the elevator to the fountain area. Examine each of the doom books, positioning them upright with the spine facing away from the screen to reveal a gold medallion in each. Place each of the medallions in the appropriate end of the fountain to reveal the secret staircase.

Take the herbs from the fountain area before descending the staircase and entering into the elevator. Once it's stopped, descend the ladder and stock up on herbs and ammo at the storage trunk.

Progress through the next door and shoot or avoid the three zombies, depending on the ammo situation. Taking the passage to the left, retrieve the MO disk from the table before proceeding down the stairs.

Enter the double doors at the bottom of the stairs and take the first door on the left. Press the red switch to enlighten the room before reading the researcher's letter to gain the passwords. Push the bookshelf to reveal the switch which enlightens the room with an ultra-violet light, allowing the words



Use the laboratory computer to open the electronic doors.



The switch in the generator gives power to the elevator.







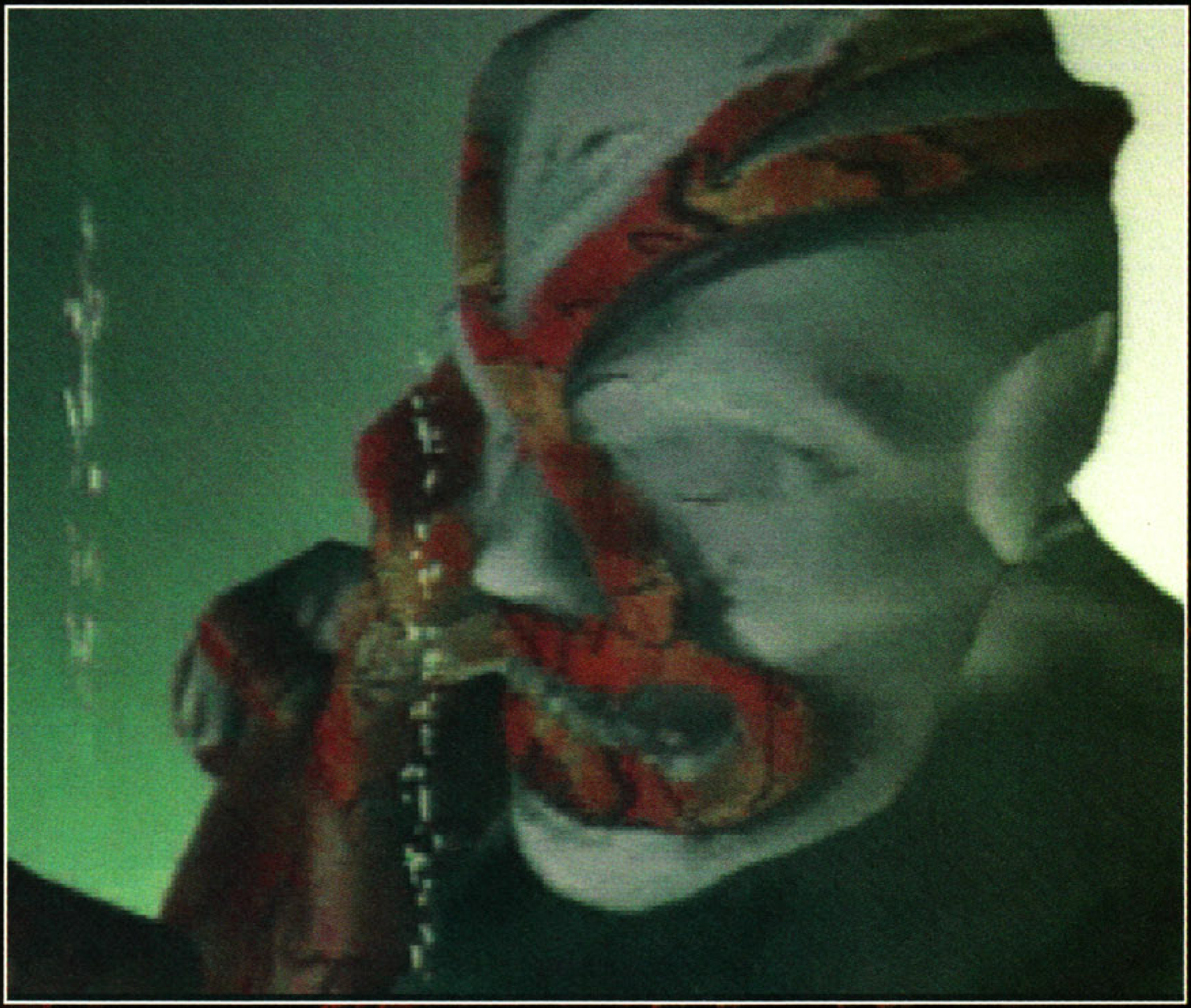
Where possible, players should attempt to avoid the zombies rather than wasting Chris's limited ammo supply by shooting them.



Use the ultra-violet light to obtain the secret password.



The end of the Saturn version of Resident Evil is slightly different to the PlayStation version, with two Tyrant bosses to kill.



upon the painting to be deciphered. Retrieve the clip and the herb before exiting the room. Run out of the double doors, continuing straight ahead and taking the door at the bottom of the corridor. Access the lab computer, using the passwords JOHN, ADA and MOLE to unlock the doors. Pick the slide up off the floor and then exit back up the stairs. Enter the double doors on the left leading to the conference room and use the slide reel on the projector. Retrieve the Security System File and open the panel to the left, pressing the switch to reveal the Lab Key before returning back down the stairs.

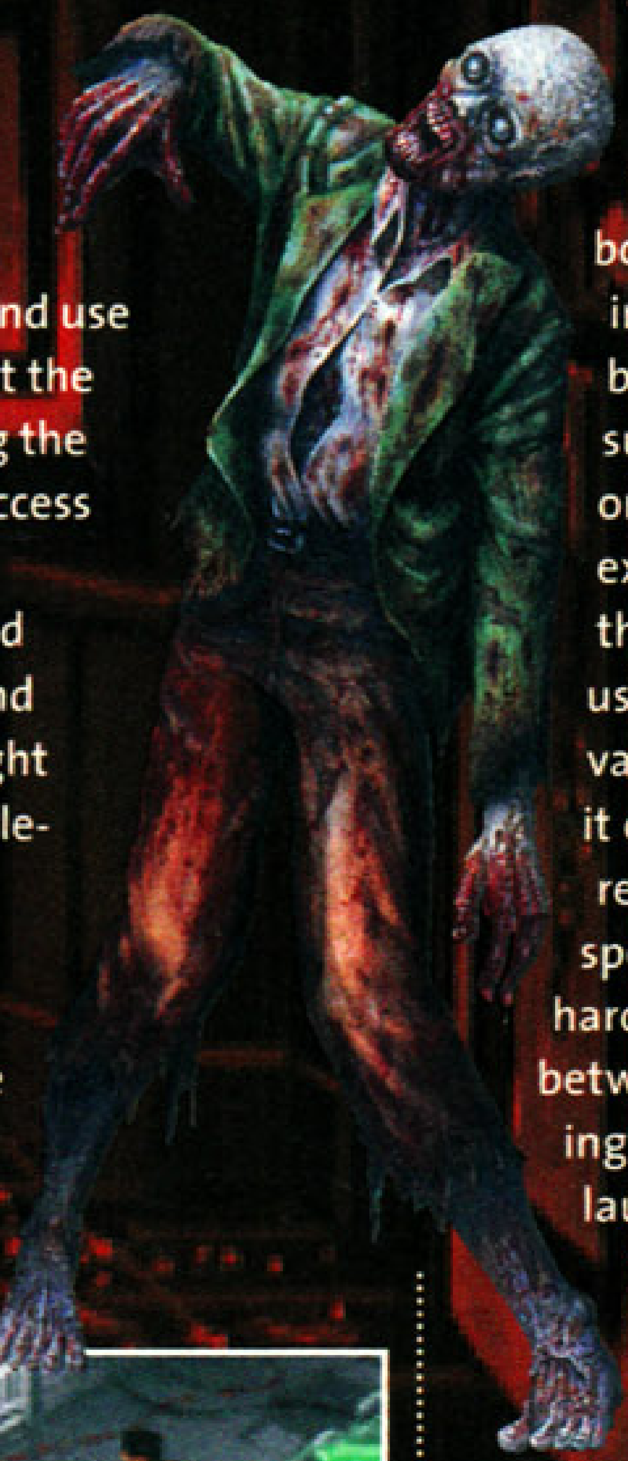
Proceed to the door in the opposite corner avoiding the naked zombies and gaining entrance with the Lab Key before discarding it.

Run straight ahead, avoiding the zombies if possible and into the storage room, replenishing Chris' health and ammo before leaving the room, ensuring at least one MO disk, the Colt, shotgun and plenty of ammo are in his inventory. Then exit the room and enter the door to the right of Chris. Collect the shells before manoeuvring the boxes over the vents and the steps over the switch, allowing Chris to gain access to the air duct. Enter the mortuary and use the MO disk on the machine on the desk to gain passcode 02. Take the Colt rounds off the shelf and then exit back to the save room.

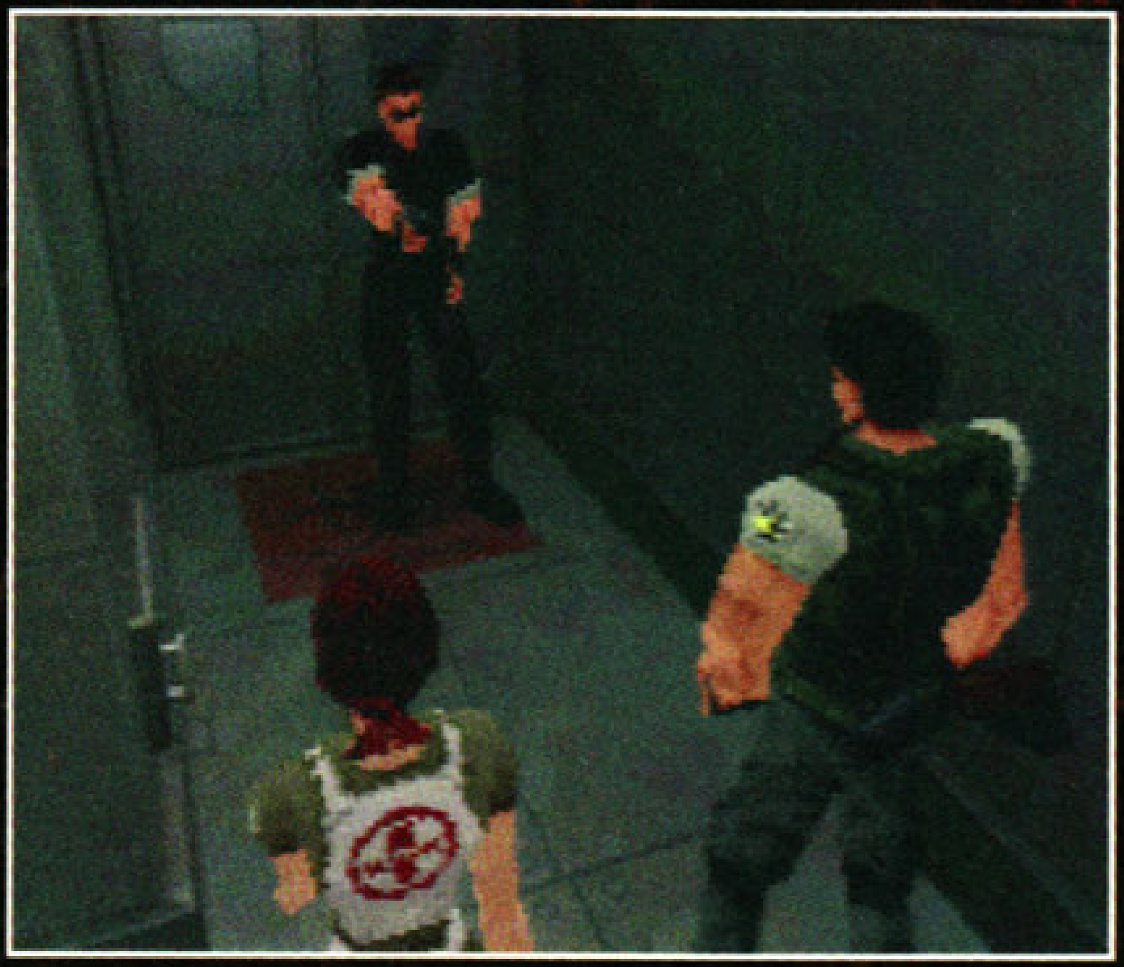
Stock up on herbs, ammo and another MO disk before exiting and taking the door on Chris' left. Being wary of the deadly Chimeras as they swing down from the ceiling, attacking with vicious claw swipes, advance to the terminal opposite the door and activate the power panel. Proceed around to the next door and pass through it, gaining pass code 03 from the terminal straight ahead before proceeding to the generator room, avoiding the Chimeras along the way. Activate the terminal at the left hand side of the room and then return Chris to the storage room.

Ensuring Chris has plenty of energy, ammo and an MO disk, head back towards the stairs, taking the double doors just next to them. Enter the door to the right and kill the four zombies in there with a single shotgun blast to the head of each. Take the Fax File and use the MO disk to gain Passcode 01. Exit the room and continue to the end, using the Passcodes on the machine to gain access to the locked cell of Jill.

Return to the storage room and ensure Chris has plenty of ammo and herbs before exiting and turning right towards the elevator. Activate the elevator switch and the lengthy cut-sequence takes over. Take out the Tyrant by retreating back out of harms way and shooting it with the Colt and then repeating this process until it's dead. Once it collapses and disintegrates, prepare for the second Tyrant, new for the Saturn version of Resident Evil. Kill the second Tyrant in the same way to the first, before returning to the computer terminal next to Wesker's body to open Jill's cell. Then return to Jill, avoiding the Chimeras along the way and taking her back up the steps to the storage room. Making sure Chris has plenty of herbs and ammo and one free inventory slot, climb the ladder and exit through the emergency door. Proceed through the corridor and pick up the battery, using it in the hole in the wall to power the elevator. Go up the elevator, take the flare and set it off as soon as possible. When the Tyrant returns, he moves with significantly more speed than previously, so killing him is much harder than before. Keep a good distance between the Tyrant and Chris, repeatedly shooting it with the Colt until Brad drops the rocket launcher. Pick it up and fire a single shot at the Tyrant to destroy it once and for all.



After the FMV ending, players who have followed this awesome guide and rescued fellow STARS operatives are rewarded with the special key. Once the game position has been saved, proceed back through the game and enter the only room in the mansion which remained closed. Located just off the main entrance, next to the mirror room, the closet has a change of costume for Chris, different to that of the PlayStation version. In addition, the all-new battle mode becomes available to players, allowing them to participate in further zombie-slaughtering activities, without the tricky puzzle element.



The annoying cut-sequences can't be skipped unfortunately.



Wesker has his guts spilled by the ultra-hard Tyrant boss.

Next Month: A full-on player's guide for STARS Alpha Team operative, Jill Valentine.

COIN-OPERATED

Always first with major arcade coverage, SEGA SATURN MAGAZINE is in the enviable position this month of featuring some of the finest coin-ops to ever grace an arcade. From Capcom's latest wares to SNK's continuing series of awesome 2D fighters, we've got the lot! Also make sure you check out the new arcade tips section and enter our competition to win some cool Japanese gaming merchandise.



There are very few video games that turn our normally conservative Editor into a frenzied, twitching maniac but those that do are guaranteed to earn the Master's seal of approval for all eternity. Although Quake usually occupies his top slot, this month has seen Rich foaming at the mouth with more quality Capcom action than any sane person should be exposed to. While Marvel Super Heroes clearly proves that the Saturn truly is the ultimate machine to own for arcade perfect 2D conversions, its long awaited coin-op sequel has finally arrived and reduced our mentor to a quivering mass of flesh.

Actually, Marvel Super Heroes VS Street Fighter should really be considered a semi-sequel to a number of Capcom classics as it takes a selection of characters and certain gameplay styles from the likes of X-Men: Children of the Atom, the aforementioned Marvel Super Heroes and X-Men VS Street Fighter. Utilising the company's trusty CP-System II board once again, Capcom have produced an interesting hybrid of a title, one that pushes their hardware to the limit and game ideas to almost ludicrous levels.



Extensive playtesting of MSH VS SF (thank goodness for abbreviations!) soon reveals that the game is in fact something of a rush job. While Capcom's trademark quality gameplay is evident as always, it's obvious that the Japanese developer has cut a number of graphical corners, utilising existing backgrounds, animation patterns and even the same final boss that appeared in X-Men VS Street Fighter!

LEGENDARY HEROES UNITE AGAIN!

The most obvious gripe that must be levelled at MSH VS SF is Capcom's puzzling choice of selectable characters. Instead of including new Marvel and Street Fighter characters, the company has simply recycled those that appeared in previous games. While that crime is heinous enough, the fact that the game's roster includes the likes of such second rate zeros as Blackheart, Shuma Gorath and Dan simply adds insult to industry. However, the remaining line-up remains reasonably strong with Marvel big guns Cyclops, Captain America, Hulk, Spider-Man and Omega Red taking on Capcom's finest, Ryu, Ken, Chun-Li, Dhalsim, Zangief, M. Bison, Akuma and Sakura.

Curiously, the European and American versions of MSH VS SF do not feature the additional "funny" character, Norimaru. Based on a popular Japanese comedian, Norimaru's image has instead been replaced with the game's logo. It's currently unknown whether there are any secret fighters hidden within the game but we'll be the first to tell you if there are! Maybe the secret final, final boss (who you fight after Apocalypse) becomes playable with a special code!



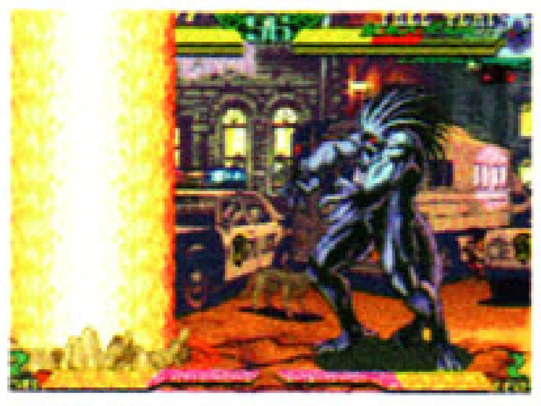
While the Hulk VS Blackheart may be nothing new, Capcom's latest coin-op pumps up all character's special moves.

NEW MOVES FOR OLD CHARACTERS

Obviously, to balance out the completely over-the-top gameplay and almost constant use of Supers employed by the Marvel characters, the Street Fighting crew have been enhanced and now boast a number of new and improved moves. All characters are capable of pulling off mid-air combos and specials although, as in X-Men VS Street Fighter, Super Attacks must be performed on the ground. Just wait until you see the Hulk's Flaming Gamma Crush, Zangief's Final Atomic Buster and even Dan's super lame Shinkou Gadou-Ken (a pebble-sized fireball that does next-to-no damage).

As with X-Men VS Street Fighter, basic





Capcom have utilised backgrounds from X-Men VS Street Fighter, but changed some settings from daylight to night.





All Supers are now accompanied with a stunning new psychedelic background motion blur!



Keep your eyes peeled for MegaMan's cameo appearance.





Western gamers may be surprised to discover that Capcom have removed comedy character Norimaru. But we doubt it...





There are plenty of guest stars to watch out for including the likes of Ghost Rider, Elektra, Rose, Gambit, Rogue and even ol' brushtop himself, J. Jonah Jameson!



gameplay remains unchanged as players select two characters and enter a tag team battle against other opponents. With fights taking place over one extended round, players use their fighting prowess, and the ability to switch between characters by simultaneously pressing HP + HK, to whup the opposition before taking on the might of Apocalypse himself.

While standard moves are performed with traditional Street Fighter joystick and button combinations, MSH VS SF also employs other Capcom gameplay features for experienced players to attempt. These include the ability to perform an Advancing Guard (press all three punch buttons to push away an opponent while guarding), Safe-Falls/Break Away (press toward and any punch to land on your feet or push away when grabbed) and Super Jumps (tap down then up to leap twice as high). The Super Jumps in particular really open up the possibilities for mid-air combos and special attacks with players pulling off all sorts of outrageous moves before hitting the ground.



COMBINED CHARACTER SUPERS

Although visually stunning, witness the new animated background effects and cool screen-hogging artwork, Supers cause only minimal damage when they connect. These completely over-the-top moves are guaranteed to draw many an onlooker as, once initiated, they fill the screen with both characters combining their Supers for dramatic effect.

Officially know as a Commanding Attack, this graphically ludicrous move uses an entire level of a player's Hyper Combo Energy (the bar located at the bottom of the screen) and is performed with a double fireball motion followed by HP + HK. If a player manages to finish a round by using a Commanding Attack, their resulting super move even receives its own title. For instance, defeat your opponents with a Spider-Man/Akuma Commanding Attack and the resulting "Crawler Shoryu Repa!" is displayed for all to see.

CROSS-OVER ASSISTS AND COUNTERS

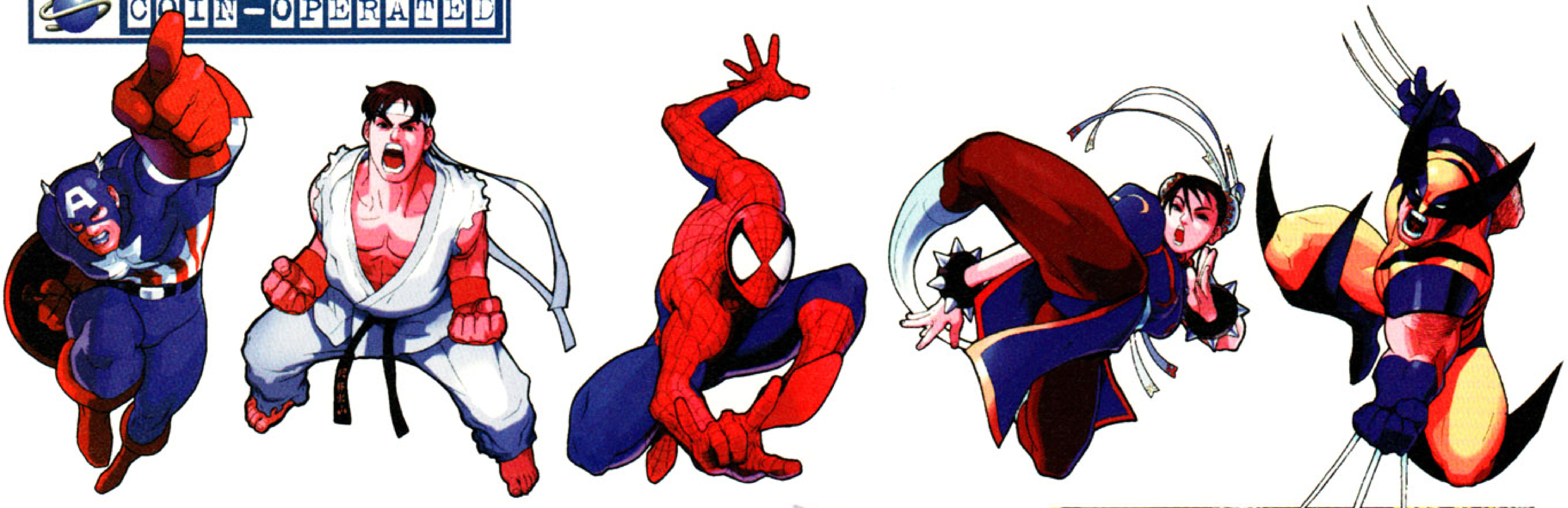
Another Capcom treat for hardened gamers to attempt are Cross-Over Assists and Counters. If you're being hammered into the ground by a particularly tough opponent, it's possible for players >>



Characters combine their powers to perform amazing Supers.



Now the penultimate boss, Apocalypse it still a tough nut.



>> to call for a spot of assistance from their partner. By simultaneously pressing MP + MK, your teammate briefly leaps in and provides momentary support with a swift kick or punch before leaping off screen again. Likewise, if you're guarding, performing a Back, Back-Down, Down motion and HP + HK enables your partner to sneakily attack an opponent from the rear. However, this move drains your Hyper Combo Energy so use it sparingly.

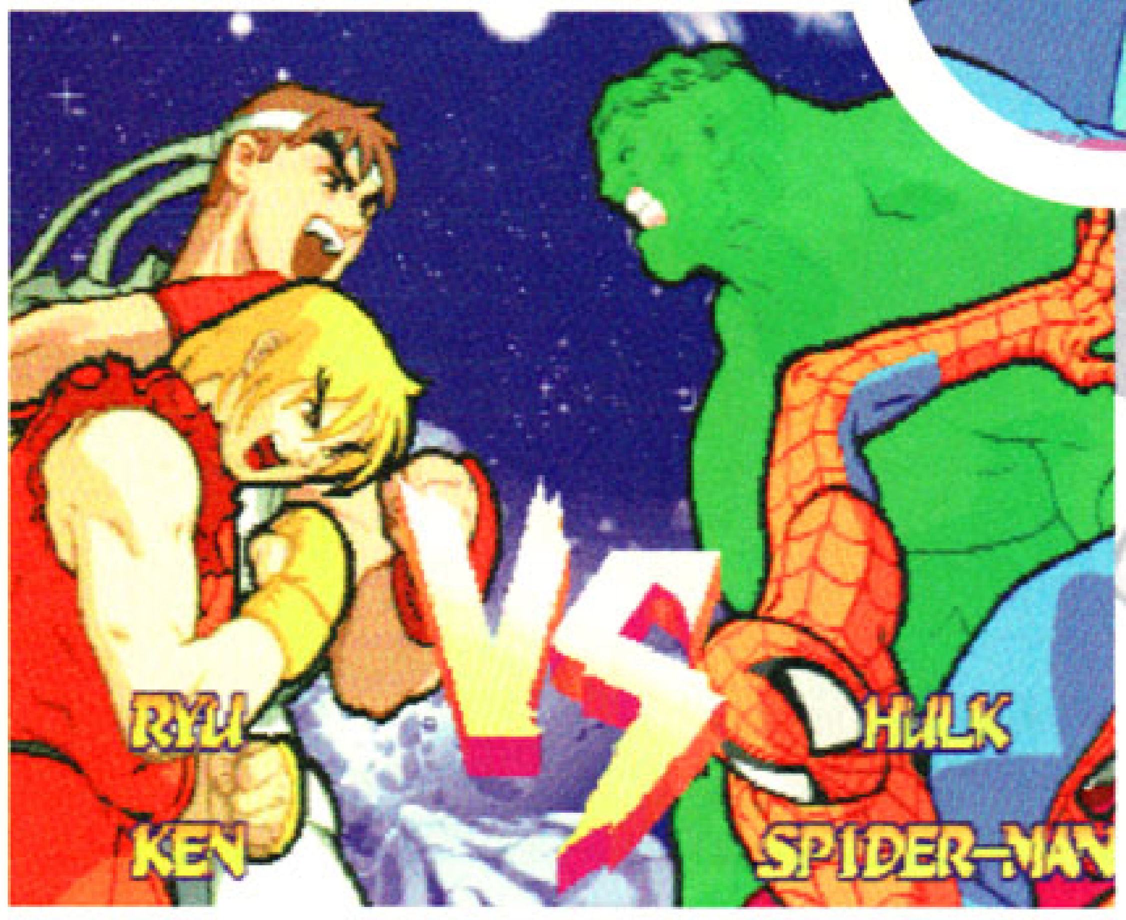
ENHANCED BACKGROUNDS

Although there are no totally original backdrops in MSH VS SF (all backgrounds have been taken directly from X-Men VS Street Fighter), Capcom have improved each stage with new lighting effects and cameo appearances by both Marvel and Street Fighter characters alike. For instance, look closely on the desert stage and you'll now see Marvel's blue-furred Beast sharing a camp fire with Blanka, the park stage now boasts the likes of Gambit, Rogue, Nash and Rose, the TV studio features Spider-Man's supporting cast (Aunt May, J. Jonah Jameson, Robbie Robertson, Mary Jane and Peter Parker) and the shopping mall even features a guest appearance from MegaMan!

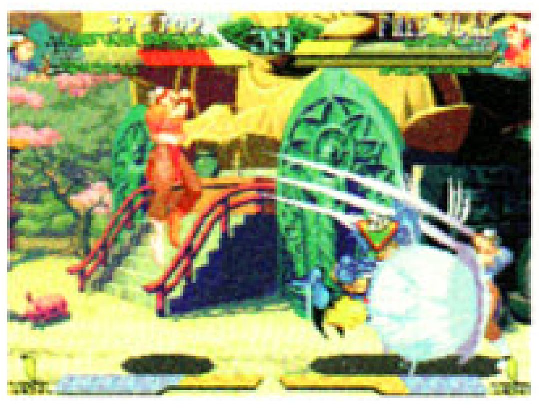
However, the ultimate character-fest is saved 'til last when players battle a giant Apocalypse in the villain's hidden laboratory. The big 'A' has captured a selection of heroes and imprisoned them within glass tubes. Keep your eyes peeled and you'll spot Elektra, Ghost Rider, Balrog, Vega, Nash, Guile and more!



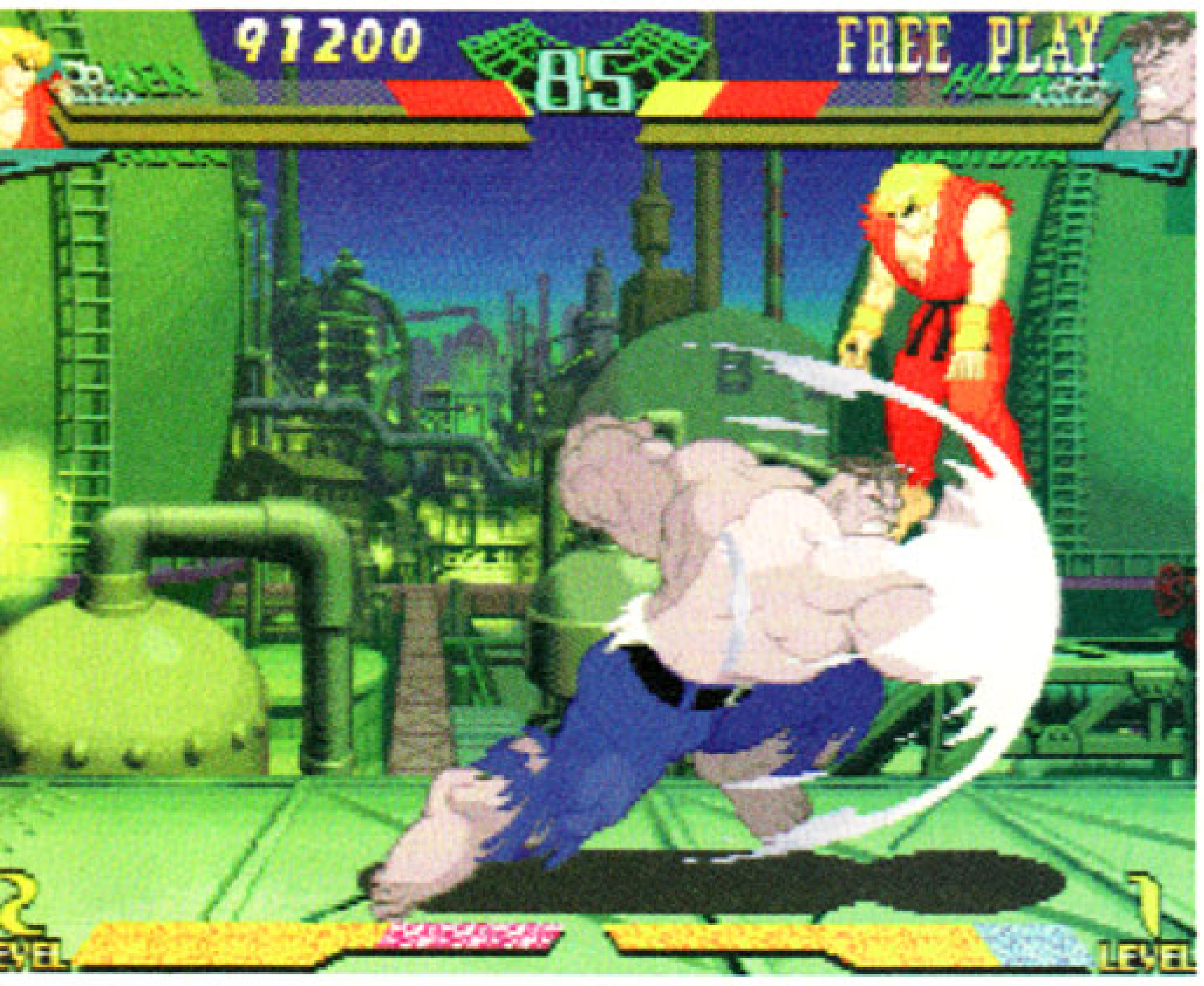




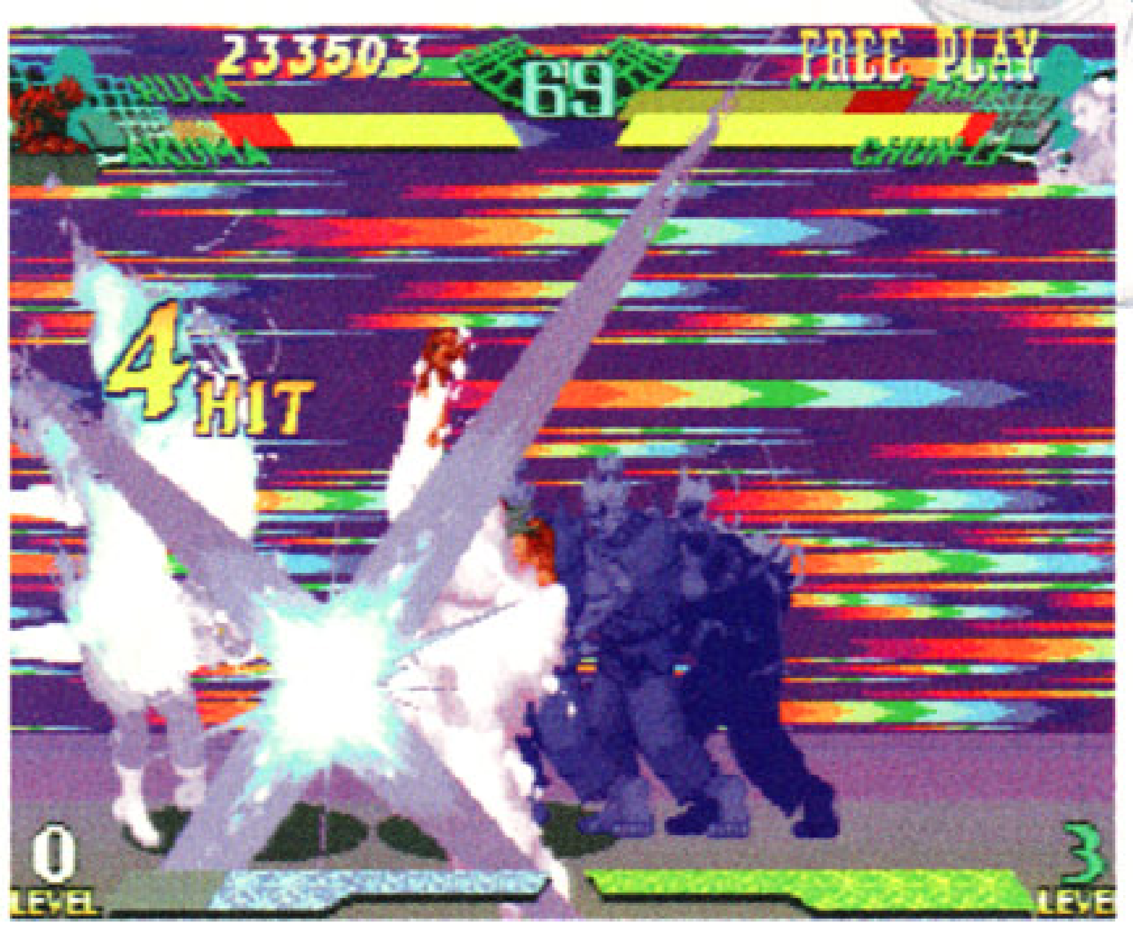
Mix 'n' match characters to create the ultimate tag team!





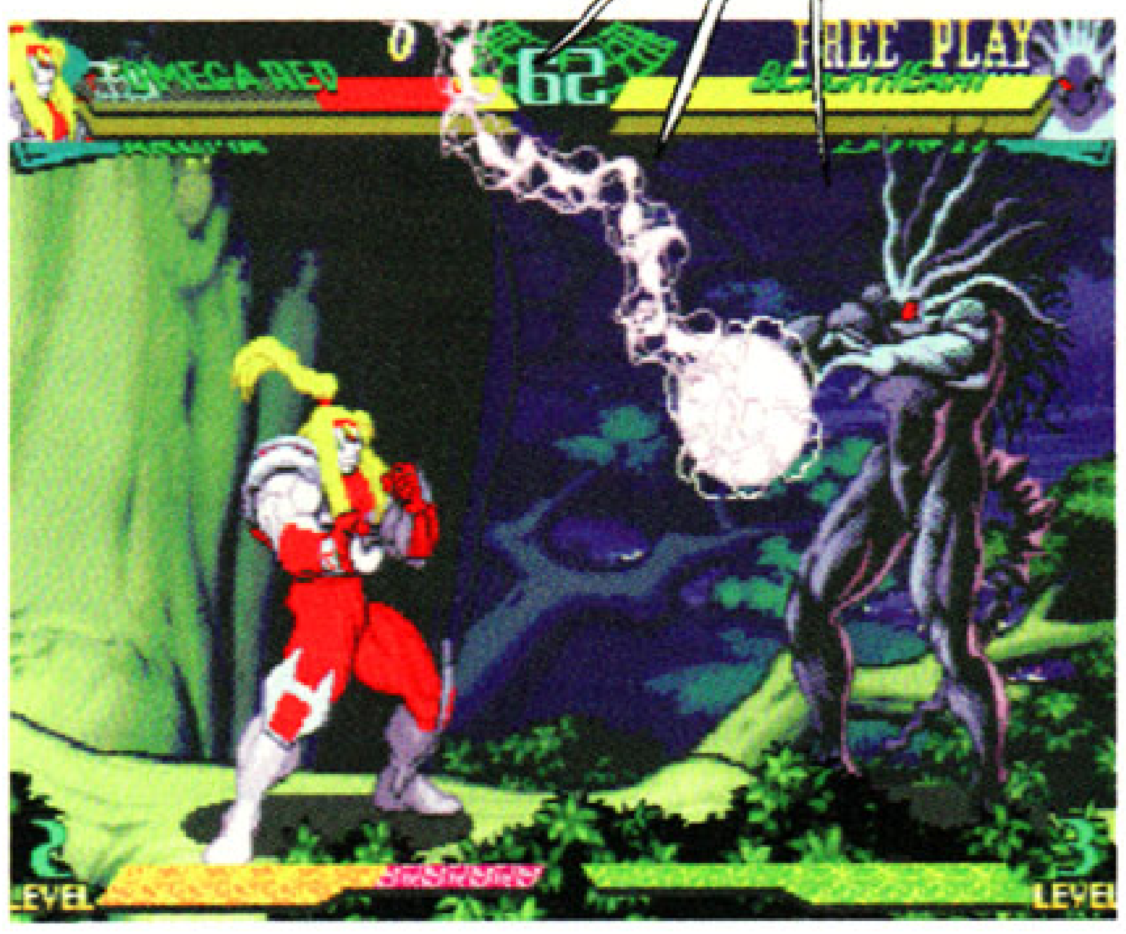


The Hulk VS Ken? Yeah, right. Like that no-good, pyjama-wearing blond bum would stand a chance against old green/grey skin!





All character's possess incredible new moves such as Sakura's Air Fireball and Akuma's Electrified Dragon Punch!



MSH VS SF: THE SATURN VERSION?

As readers undoubtedly discovered last issue, Capcom have announced a number of new Saturn titles set to debut on Sega's machine over the next six months. The latest games to be unveiled include DarkStalkers 3, X-Men VS Street Fighter AND Marvel Super Heroes VS Street Fighter. These three titles are all Saturn exclusives and the fact that they employ Capcom's new 4-meg RAM cart ensures that these games will be truly arcade perfect.

THE DEVIL HIMSELF: CYBER-GOUKI!

While Apocalypse himself is certainly a major pain in the butt, he is by no means the final boss in MSH VS SF. With his laboratory in ruins and his experiments destroyed, Apocalypse dispatches his greatest creation, a melding of man and machine: Cyber-Gouki! Looking strangely like the robotic Zero Gouki in Cyberbots, this nightmare fighters uses some incredibly powerful and damaging moves to defeat players. Not only is he lightning fast, thanks to grafted bio-mechanical wings, but his Rocket Punch and Flaming Gou-Hadou Ken are particularly lethal. It's possible that Cyber-Gouki is a playable hidden character but Capcom are staying silent for the time being...



COIN-OPERATED EXTRA

Introducing a regular new section to Coin-Operated, SEGA SATURN MAGAZINE will now be bringing you up-to-date arcade tips, secrets and cheats as well as extensive player's guides. This month we're kicking off with some exclusive Top Skater secrets straight from those streetwise types at AM3!

TOP SKATER™ SEGA SKATEBOARDING

SECRET 1: ROCKET SIGN

On the expert course, near the waterway, if you can do five or more "Cool Combos", the Sunchan family restaurant sign board will blast up into the air like a rocket with flames shooting from it.

SECRET 2: NEW CHARACTERS

As well as the main six skaters there are also two new characters, dressed in funky swim gear, that can be accessed with special codes.







A secret course, extra characters and big head mode. Does Top Skater contain any other hidden goodies? Find out soon...

ALEX

Ash's older brother and a cool surfer dude. While on the character select screen, press the left button three times, then the right button three times and finally press the left button 13 times. This laid back surfboarding character now appears!

P-NUT

Cookie's older sister and a sexy body boarder. On the course select screen, keep the Start button pressed down then enter the character select screen. With the Start button still pressed down: tap the right button six times, press the left button six times, press the right button three times, press the left button three times and then press the right button four times. Finally, release the start button and the foxy P-Nut appears!



Check out the curvaceous bodyboarding P-Nut with the aid of our nifty cheat. Now Top Skater becomes Top Surfer!





SECRET 3: THE LAZY MONORAIL

On the upper course, don't do any tricks from the jump ramps and when you reach the monorail there will be a sloth hanging down holding a +30 Time Bonus.

SECRET 4: DEVELOPMENT STAFF

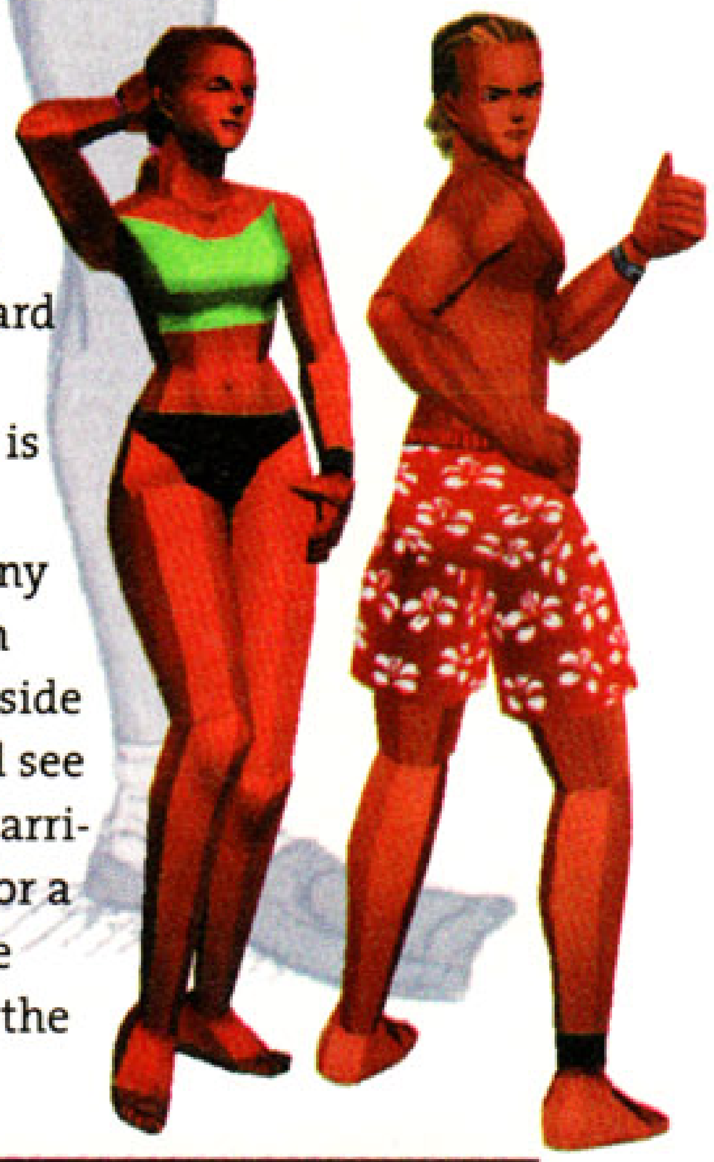
Not the most amazing cheat, but still worth keeping an eye out for nonetheless. The real Top Skater development staff appear on both the beginner and expert course as excited spectators.

SECRET 5: TOP SKATER KIDS

As in a number of Sega titles, (VF Kids, Virtua Cop 2) Top Skater also features a cool big head mode. During the course select screen, press the left button nine times, press the right button nine times, press the left button four times and then press the right button four times. Finally, keeping the skateboard device (foot controller) pressed forward, press the left and right buttons together three times. If you pull this off correctly, you'll hear DJ's laughing voice. Players are now be able to select any of the characters (including the two secret skaters) complete with massive craniums and enlarged limbs.

SECRET 6: HIDDEN COURSE

Keeping the skateboard device (foot controller) pressed forward, select the expert course. Keep the board pressed forward until the skateboard peripheral lock is released. After the expert course starts avoid doing any tricks and head for an open trick area on the left-hand side of the entrance. You should see a damaged section in the barrier fence. If you do an Ollie or a Nollie and leap towards the hole, then you'll warp into the secret course.





Players will have fallen afoul of the water-logged areas before, but select Alex the surfer and you'll now catch some radical waves.



To gain a cool +30 Time Bonus, just locate the lazy sloth!

THE KING OF FIGHTERS '97



Despite the unveiling of the Hyper Neo Geo 64 and Samurai Shodown 64 at last month's SNK Arcade Show, players were still going crazy for the latest installment in the company's ongoing 2D beat 'em up series. King of Fighters '97 was as popular as ever and, although this was the fourth outing for Ryo Sakazami and friends, this new coin-op still drew an impressive crowd. Gameplay remains virtually identical and, as with previous versions, the Team Edit function is still in there. However, there are several new features for fighting fans to get excited about:

1. KoF '97 includes an option allowing players to choose between two fighting modes: Extra Mode (based on KoF '94) and Advanced Mode (based on KoF '96).



Now players can pick from over 27 awesome fighters.





2. Including the new characters there are now a total of nine teams (27 characters) plus two special Team Edit characters. The new characters include Shingo Yabuki (a special Team Edit character) and a new team consisting of Yashiro Nanakase (team leader) and his two lovely female fighters, Shermie and Chris. KoF '97 also includes a team voted for by Japanese players: Blue Mary, Billy Kane and Ryuji Yamazaki.

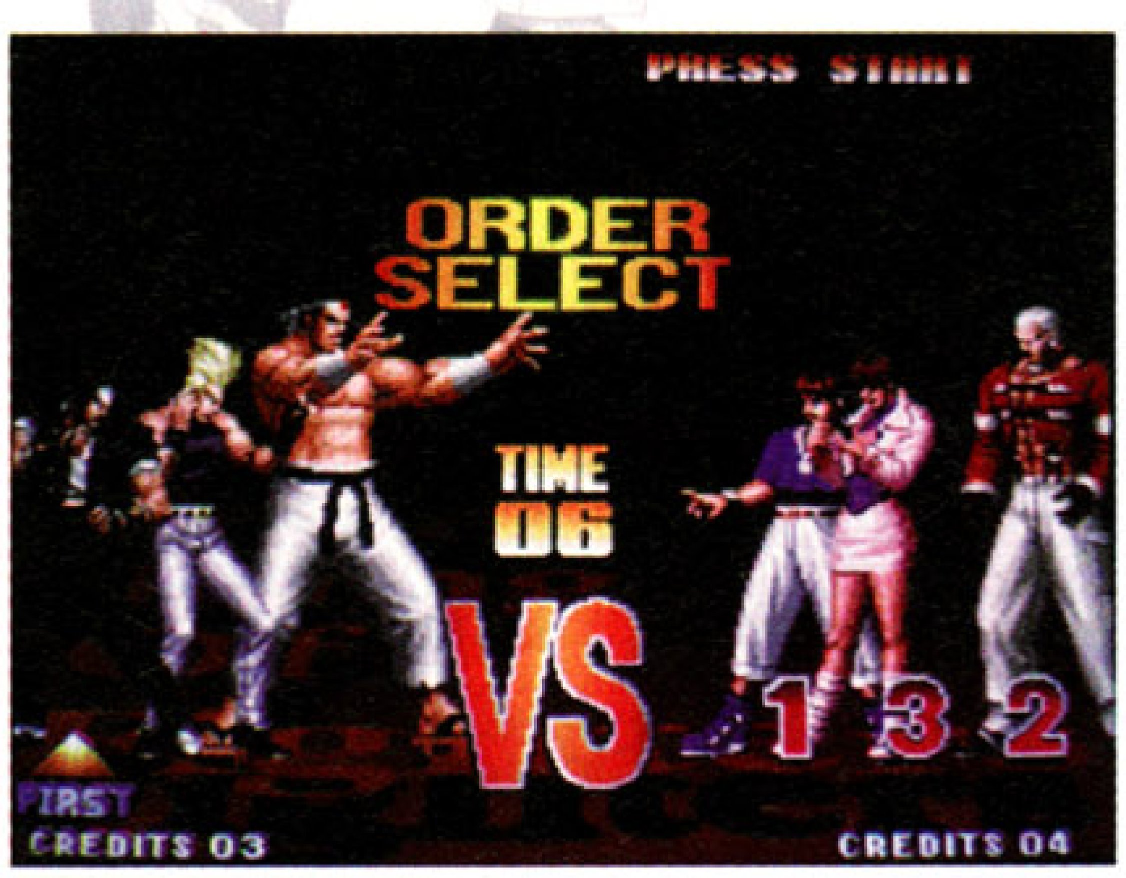
ADVANCED MODE

This is an enhanced version of the KoF '96 system that's been supplemented with additional features. This mode will appeal to those gamers who like a deeply challenging fighting game.

1. You can use emergency evasion manoeuvres to escape holds.
2. There are a wide variety of jumps that can be employed.
3. Your Power Gauge fills up when you hit your opponent or do a character's special killing technique.



Power Gauge: This mode is different from previous systems in that you can power your gauge up by the above method. In addition, when the Power Gauge reaches "MAX" you get one point. In previous versions of the game, this method would automatically put you into the "Power MAX" state, where your character would shimmer. However, this time, you can freely choose when to enter this state by simply pressing the A+B+C buttons simultaneously.







EXTRA MODE

This is a modified version of the King of Fighters '94 system that has been made simpler by removing certain complex features. This mode will really appeal to those novice players who would like an easier game system to fight with. Advantages of the Extra Mode are:

1. You can use the offensive dodge.
2. There are two types of jump that can be employed (Normal and Super).
3. Your Power Gauge fills when you press the A+B+C buttons together. It's then automatically activated when full.

NOTE: You can also play Advanced Mode VS Extra Mode battles and characters have different coloured costumes for each mode.

WIN KING OF FIGHTERS '97 KEYRINGS!

SNK have kindly sent us a number of EXCLUSIVE King of Fighters '97 character keyrings to give away to the first clever readers who correctly answer the following brain-teaser:

How many King of Fighters games have there been so far?

If you think you've cracked it, send your entry to the usual address and mark 'em THEM'S FIGHTING WORDS. Correct answers will be drawn at random and each winner will receive their very own mini-KoF '97 character keyring. Hey, you can even hang your keys from 'em! Entries to reach us no later than 20the October 1997.





ISSUE #1 NOV 95
Reviewed: Clockwork Knight 2, Sim City 2000, Theme Park, Street Fighter: The Movie, NBA Jam TE, Robotica, NHL Hockey, Rayman, World Series Baseball.
FIRST ever issue of SEGA SATURN MAGAZINE replete with features on Virtua Fighter 2 and Virtua Cop!



ISSUE #2 DEC 95
Reviewed: Virtua Fighter 2, Virtua Cop, Firestorm: Thunderhawk 2, Hi-Octane, Victory Boxing, Golden Axe: The Duel, Mansion of Hidden Souls, Hebereke's Popoito, CyberSpeedway. Showcased: Virtua Fighter 2, Firestorm, X-Men: Children of the Atom.



ISSUE #3 JAN 96
Reviewed: Sega Rally, F1 Live Information, Galactic Attack, Mystaria, Worms, Virtua Racing, Off-World Interceptor. Showcases: Guardian Heroes, Mystaria, FIFA '96... plus all the secrets of Virtua Cop! Plus ultimate Sega Rally coverage... the BEST racing game!



ISSUE #4 FEB 96
Reviewed: Wing Arms, FIFA '96, Virtual Golf, Johnny Bazookatone, Toshinden, Cyberia, Casper, D, True Pinball, World Cup Golf. Showcases: Vampire Hunter/Street Fighter Alpha, D and all the secret cheats of Sega Rally! Plus Panzer Zwei AND part one of the VF2 Masterclass!



ISSUE #5 MAR 96
Reviewed: X-Men: Children of the Atom, Darius, Baku Baku Animal, NFL Quarterback Club, Hang On '96, Titan Wars. Showcases: Euro '96, Legend of Thor, Street Fighter Alpha, X-Men, Guardian Heroes, Panzer Zwei! Plus: VF2 masterclass and Sega Rally guide!



ISSUE #6 APR 96
Reviewed: WipEout, Magic Carpet, Street Fighter Alpha, Shellshock, Valora Valley Golf, Shining Wisdom, Gex. Showcases: Magic Carpet, Gun Griffon, MK3, Panzer Zwei, DarkStalkers/Vampire Hunter. Plus: VF2 Masterclass part three AND a cool WipEout guide.



ISSUE #7 MAY 96
FREE! REVIEW AND TIPS BOOK! And! NiGHTS revealed! Reviews: Euro '96, Panzer Zwei, Defcon 5, The Horde, Nightwarriors/Vampire Hunter, Revolution X, Alone in the Dark 2. VF2 masterclass: the penultimate edition. WipEout guide part two, plus all the X-Men moves too!



ISSUE #8 JUN 96
Heart of Darkness featured... and it's still not out! Reviewed:Guardian Heroes, Ultimate Mortal Kombat 3, In the Hunt, Discworld, 3D Lemmings. Showcases: Panzer Zwei final, NiGHTS, Guardian Heroes final update. Full detailage on top games still worth buying today!



ISSUE #9 JUL 96
Full E3 report with first Cop 2 coverage! Reviewed: Loaded, Need for Speed, Shockwave Assault, Big Hurt Baseball, Blackfire, WWF, Striker, Virtual Open Tennis, Ghen War. Showcases: Sonic X-Treme (now canned!), VF Kids, Exhumed, Space Hulk and of course NiGHTS!



ISSUE #10 AUG 96
NiGHTS: Sonic Team's amazing game finally arrives! Reviewed: NiGHTS, Road Rash, Primal Rage, Slam and Jam, Starfighter 3000, Olympic Football, Sea Bass Fishing, Pro Pinball. Showcases: Athlete Kings, VF Kids, Alien Trilogy. Also: Guardian Heroes Tips!



ISSUE #11 SEP 96
Amazing Candy Fighting Vipers Cover! Reviewed: VF Kids, Alien Trilogy, Athlete Kings, Exhumed, NBA Action, Space Hulk, Keio Flying Squadron, Bust-A-Move, Story of Thor, PowerPlay Hockey. Showcases: Sega Ages, Cop 2, Soviet Strike. Plus: Shining Wisdom tips



ISSUE #12 OCT 96
Daytona CCE revealed! Reviewed: WorldWide Soccer '97, Fighting Vipers, Actua Golf, Destruction Derby, Blam! Machinehead, Bubble Bobble Pack, Highway 2000. Also included: Awesome NiGHTS guide that will blow you away. And! The dread arrival of The Master!



ISSUE #13 NOV 96
Amazing Street Fighter Alpha 2 coverage! Reviewed: Street Fighter Alpha 2, World Series Baseball 2, Tomb Raider, Earthworm Jim 2, Impact Racing. Showcases: Vipers part 2 plus programmer interview, Tomb Raider. Plus: tips to get you all the way through Exhumed!



ISSUE #14 DEC 96
World's First Virtua Cop 2 Review! Also reviewed: Daytona CCE, Amok, Street Racer, Hardcore 4x4, Chaos Control, Three Dirty Dwarves, Blazing Dragons, Crimewave, PGA Golf '97. Showcases: Cop 2, Christmas NiGHTS, Daytona CCE. Lobotomy Software interviewed!



ISSUE #15 JAN 97
COVER CD WITH VIRTUAL ON, DAYTONA CCE, WORLDWIDE SOCCER, TOMB RAIDER! Reviewed: Virtual On, Blast Chamber, NHL Hockey '97, Command and Conquer, Sega Ages, Mighty Hits, Tetris Plus, Breakpoint, Krazy Ivan, Tunnel B1, Madden '97, Jewels of the Oracle.



ISSUE #16 FEB 97
Amazing Fighters MegaMix Coverage! 16 pages of small tips – it's all in here! Reviewed: Sonic 3D Blast, NFL Quarterback Club '97, NBA Jam Extreme, Toshinden URA, Tempest 2000, Batman Forever, Bug Too!, Dark Savior. Showcases: Bug Too! Tomb Raider guide part one!



ISSUE #17 MAR 97
Manx TT Exclusively Revealed! Reviewed: Die Hard Arcade, Crusader, Hexen, Die Hard Trilogy, Grid Run, Andretti Racing, Tilt, Soviet Strike. Showcases: Hexen, Soviet Strike, Fighters MegaMix, Die Hard Arcade. Tips: Tomb Raider part two. Exhumed Team Dolls!



ISSUE #18 APR 97
Duke Nukem 3D! Lobotomy interview! Reviewed: Manx TT, Area 51, "Incredible" Hulk, Norse by Norsewest, Iron Man/X-O Manowar, Mass Destruction, Spot Goes To Hollywood, MegaMan X3. Tips: Tomb Raider Conclusion, Dark Savior, Die Hard Trilogy. AM Annex Interviewed!



ISSUE #19 MAY 97
CD WITH DEMOS OF SONIC BLAST 3D, VIRTUAL ON AND DIE HARD ARCADE! World's First Quake Shots! Reviewed: Bomberman, Crypt Killer, FIFA '97, NBA Live '97, Dragonheart, Swagman, Puzzle Fighter, Space Jam, Return Fire. Tips: MegaMix part one, Die Hard Trilogy part two, Soviet Strike.



ISSUE #20 JUN 97
Last Bronx Revealed! More incredible Quake! Reviewed: Fighters MegaMix, King of Fighters 95, Pandemonium, Mr Bones, Mechwarrior 2, Scorcher, Shining the Holy Ark. Showcases: Pandemonium, Mechwarrior 2, Shining Holy Ark! Tips: MegaMix, Die Hard part three, Hexen part one.



ISSUE #21 JUL 97
WipEout 2097! Resident Evil/ Marvel Super Heroes exclusive! Reviewed: Jonah Lomu Rugby, Battlestations, ID4, Actua Soccer Club Edition, The Crow. Sonic Jam feature! Double AM3 interviews: arcade Top Skater, Last Bronx! Tips: Shining Holy Ark part one, MegaMix part three, Hexen part two!



ISSUE #22 AUG 97
Sonic R revealed! Special E3 Report! Reviewed: Sonic Jam, Dark Light Conflict, Dragon Force, WipEout 2097. Previews: Quake, Marvel Super Heroes! Showcased: Dragon Force, Last Bronx, WipEout 2097, Enormous Resident Evil guide! Tips: Hexen Final Part, Shining the Holy Ark Part 2.



ISSUE #23 SEPT 97
Marvel Super Heroes exclusive! Reviewed: Resident Evil, Warcraft II, Williams' Arcade Greatest Hits, Discworld 2. Previews: Touring Car, Grandia, Croc, Salamander Deluxe Pack! Showcased: Marvel Super Heroes, Resident Evil, ThunderForce V, Last Bronx. House of the Dead Interview. Final Shining the Holy Ark guide!

Back Issues

HOW TO ORDER:

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SEGA SATURN

OUT NOW

RESIDENT EVIL
BY CAPCOM £44.99 94%

Capcom are swiftly establishing a reputation as the premier Saturn third party developer. All of their 2D beat 'em ups are uniformly impressive, as is their first foray into the world of three dimensions. Resident Evil has finally arrived on Saturn and it is frankly brilliant - as you would expect.



The sheer atmosphere of the PlayStation original was what made it so brilliant. That, coupled with the sickeningly realistic graphics propelled Resident Evil into the all-time great videogames.

So what's the big deal? Well, basically Resident Evil is the logical progression from Alone in the Dark. The same combination of polygon characters and static backgrounds is used in RE, but everything is ten times more realistic in the Capcom game thanks to the polygon-handling prowess of the Saturn.

The great news is that everything from the PlayStation version has made it over to the Saturn lock, stock and barrel. There is some shading missing from the characters, but this is made up for with deeper, richer backgrounds plus a series of extras which are not to be found in the PlayStation rendition of the game (we covered the full range of bonuses in the last edition of SEGA SATURN MAGAZINE - go to the back issues page immediately if you missed out).

Where it counts, Resident Evil is just superb. As a gaming challenge, it should keep you occupied for a fair old while and the inclusion of two STARS Team members to control effectively makes you want to play the game through twice (as the adventure is pretty different with each character). Additionally there are various routes through the game depending on your performance, adding further to the lastability Resident Evil offers.



Unequivocally, Capom's latest is ace stuff and well deserved of this issue's Game of the Month award. SEGA SATURN MAGAZINE humbly suggests you get down to the shops NOW and purchase with confidence!



WARCRAFT 2
BY EA £44.99 91%

At the time of writing it still looks pretty unlikely that the brilliant follow-up to Command and Conquer, Red Alert, will make it to the Saturn. This is a bit of a shame, but helping us to get over the disappointment is Warcraft 2 - Electronic Arts' attempt to grab a slice of the lucrative C&C cake. As you can see from the screenshots, the strategy based action is virtually identical to the Westwood classic in that it employs pretty simplistic graphics along with a point 'n' click style interface.

The big difference is the scenario. As you might imagine with a name like "Warcraft", the game is more mediaeval in nature as opposed to C&C's futuristic





shenanigans. So it's out with tanks and jeeps and in with archers and catapults. Which is fair enough.

There is also a fair wedge of challenge found in Warcraft 2. There are 52 levels to wade through, plus the opportunity to play as either side in the conflict (as in C&C). Plus the computer is no push-over either. Excellent stuff.

It has to be said that there is great lack of strategy titles on the Sega Saturn. True, Dragon Force has been released recently (although its style of gameplay is very different from this) so the timing of Warcraft 2's release couldn't really be much better.

Adding to the value of the package is the fact that the Saturn version of Warcraft 2 has all of the levels of the expansion pack in addition to the base PC version's. So that can't be too bad either, can it?

As we said before, in the absence of Command and Conquer: Red Alert, you really can't go wrong with this game - a great return to form from Electronic Arts.

DISCWORLD 2
BY PSYGNOSIS £39.99 82%

There's always something of a problem when it comes to reviewing adventure games like Discworld 2. The problem lies in the fact that people either love or totally despise titles such as this. We were pretty heavy on the original Discworld when it came in for review, but that didn't stop a veritable legion of Saturn owners buying and enjoying it immensely. But time goes on and yes, we still don't really like adventure titles as opposed to arcade and Shining-style role-players.

So at the moment SSM collectively has an enormous great fence wedged up its arse (brought on through sitting on it for such a long time). There's plenty to commend Discworld 2 - the graphics and storyline are superior to the original and the puzzles aren't quite as bizarre as they were in the first game, which is pretty good news. In this sequel, fairly logical thinking results in progress as opposed to the mind-warping activities of the first game.

Being Discworld you can imagine that a fair old injection of humour has made its way into this videogame interpretation. And you'd be right. However, as in the first game, the level of humour can be just a bit too cheesy. Laboured gags are sent flying around left, right and centre and to be honest, after a while it all got a bit tedious. However, doubtless the legions of Discworld fans out there will get plenty of thigh-slapping amusement out of this game.

Still, the bottom line remains: if you liked the first one, get this because it's better. Better in every regard, in actual fact. But if it's action you want from your Saturn, avoid this game and spend your money on Resident Evil which combines adventure and arcade gameplay almost perfectly.





BEST BUYS

GAME and VIrgin MegaStores - amongst others - are currently in the business of releasing mega Saturn titles of yore at tiny, miniscule prices! Here, SEGA SATURN MAGAZINE picks out the best bargains.

EXHUMED 94% GAME £19.99



A Doom-inspired first-person perspective blaster, Exhumed is Lobotomy's first foray into Saturn territory. Using an earlier version of the incredible 3D engine used in the forthcoming Duke Nukem 3D and Quake, the jaw-dropping visuals, spectacular lighting and non-linear gameplay make this an essential purchase. And it's better than the PlayStation version.

PANZER DRAGOON 2 93% VIRGIN £19.99



Improving vastly on the original formula, Team Andromeda's sequel to Panzer Dragoon is one of the most breathtaking games ever. Featuring the trademark gigantic bosses, multiple routes, a smoother frame rate and an awesome soundtrack generated by the Saturn's custom sound chip, it's a steal at £19.99.

VIRTUA COP 2 95% GAME £19.99



After reinventing the gun game genre with VC1, Sega compounded their success with the awesome sequel. As a conversion, Saturn VC2 is nigh-on arcade perfect, featuring far greater level of detail than its predecessor, multiple routes and even a Saturn-specific stage. An essential purchase if ever there was one.

NIGHTS 96% GAME / VIRGIN £19.99



Quite simply the most innovative and beautifully crafted videogame of all time. Whilst the main game is a tad easy, the real challenge lies in racking up huge scores by collecting gold chips, performing bizarre aerial stunts and sustaining massive links. Pure genius in CD form. It might be worth trying to get the pack with the analogue controller though...

VIRTUAL ON 94% GAME / VIRGIN £19.99



As a conversion of Sega's one-on-one robot blaster, Virtual On is technically outstanding, boasting two split-sceen set-ups for awesome two-player battles. Whilst the complex control system maybe off-putting at first, once the various tactics are discovered, Virtual On becomes an amazingly compelling experience. It didn't get 94% for nothing, you know...

DAYTONA CCE 90% VIRGIN £19.99



Taking on board the criticisms levelled at the original Daytona USA, the CS Team's conversion boasts vastly improved graphics, a smoother frame rate, two new tracks, a split-screen two-player mode and loads of options not present in the earlier version.Whilst not the conversion we wanted, it's a fine racer nevertheless.

VIRTUA FIGHTER 2 98% VIRGIN £19.99



Best console beat 'em up ever? Well, opinion here is divided between VF2 and Fighters MegaMix, but the fact remains that VF2 is a phenomenal piece of software. Perfectly emulating the coin-op original, the high-resolution graphics and pseudo-3D backgrounds are some of the finest on any console. Better than Tekken and its ilk, this is ESSENTIAL!

FIGHTING VIPERS 91% GAME £14.99



Introducing weapons, barriers and armour to the standard VF formula, AM2's pseudo-sequel is a speedier and more violent brawler than the more graceful VF2. Whilst Fighting Vipers is largely redundant now with the release of Fighters Megamix, it remains excellent value at £19.99. And you get demos of AM2 playing the game too. And they're amazing.

ATHLETE KINGS 90% GAME £19.99



Timed to coincide with last years Olympic Games (yawn), the Saturn port of AM1's ST-V coin-op is the best of its kind. Boasting unrivalled button-bashing track and field action and lovely high-resolution visuals at a super-smooth 60 frames per second, Athlete Kings is an awesome package. Not so cool in one-player, but a great multi-player experience.

AMOK 90% GAME £14.99



This mission-based blaster sets players a series of arduous task in an immersing 3D environment, similar to EA's Strike series. With some awesome graphical effects, tough gameplay and an immensely enjoyable split-screen two-player mode, Amok is an absolute bargain at £14.99. This is clearly Scavenger (RIP) at their best.

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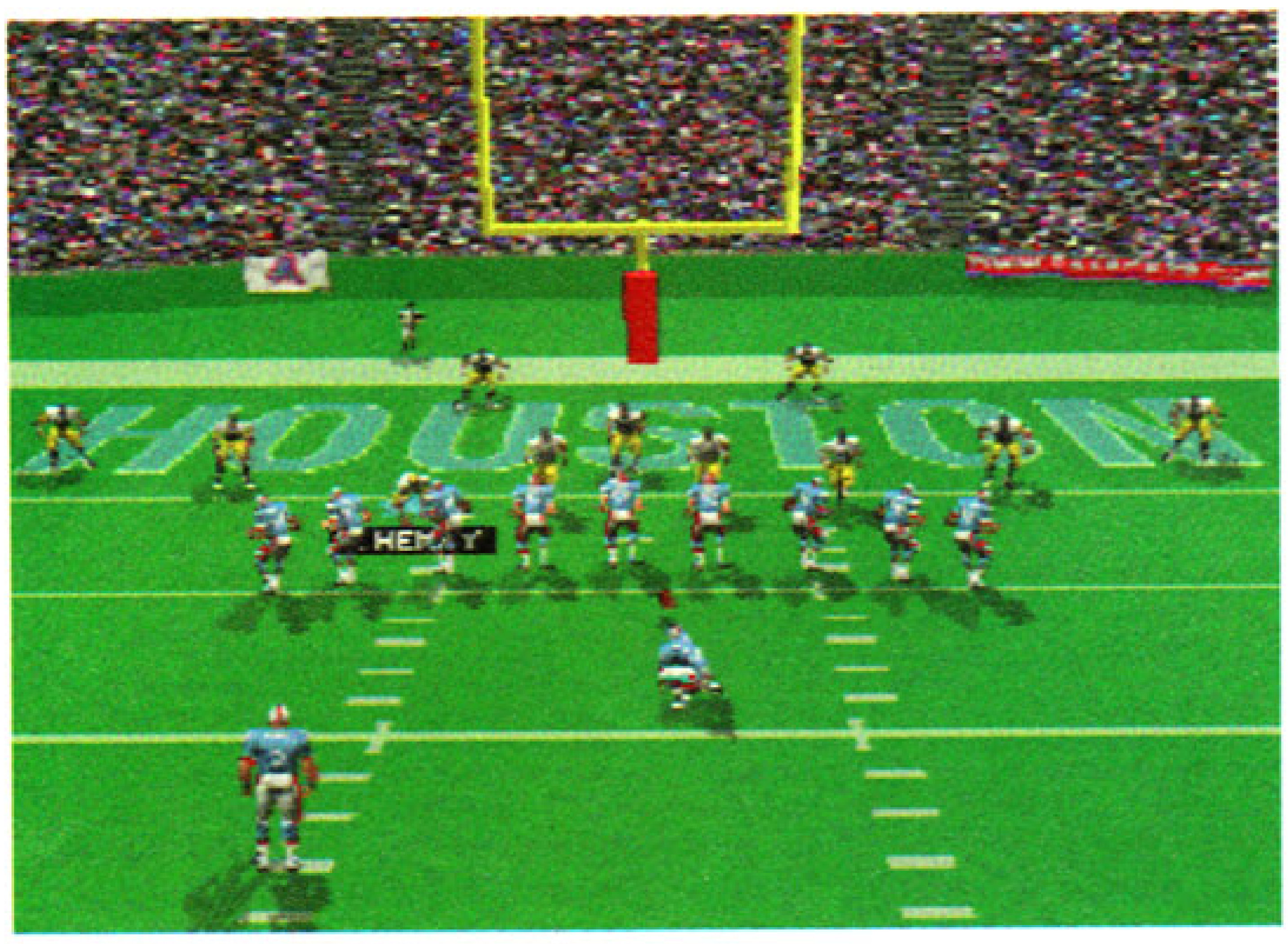
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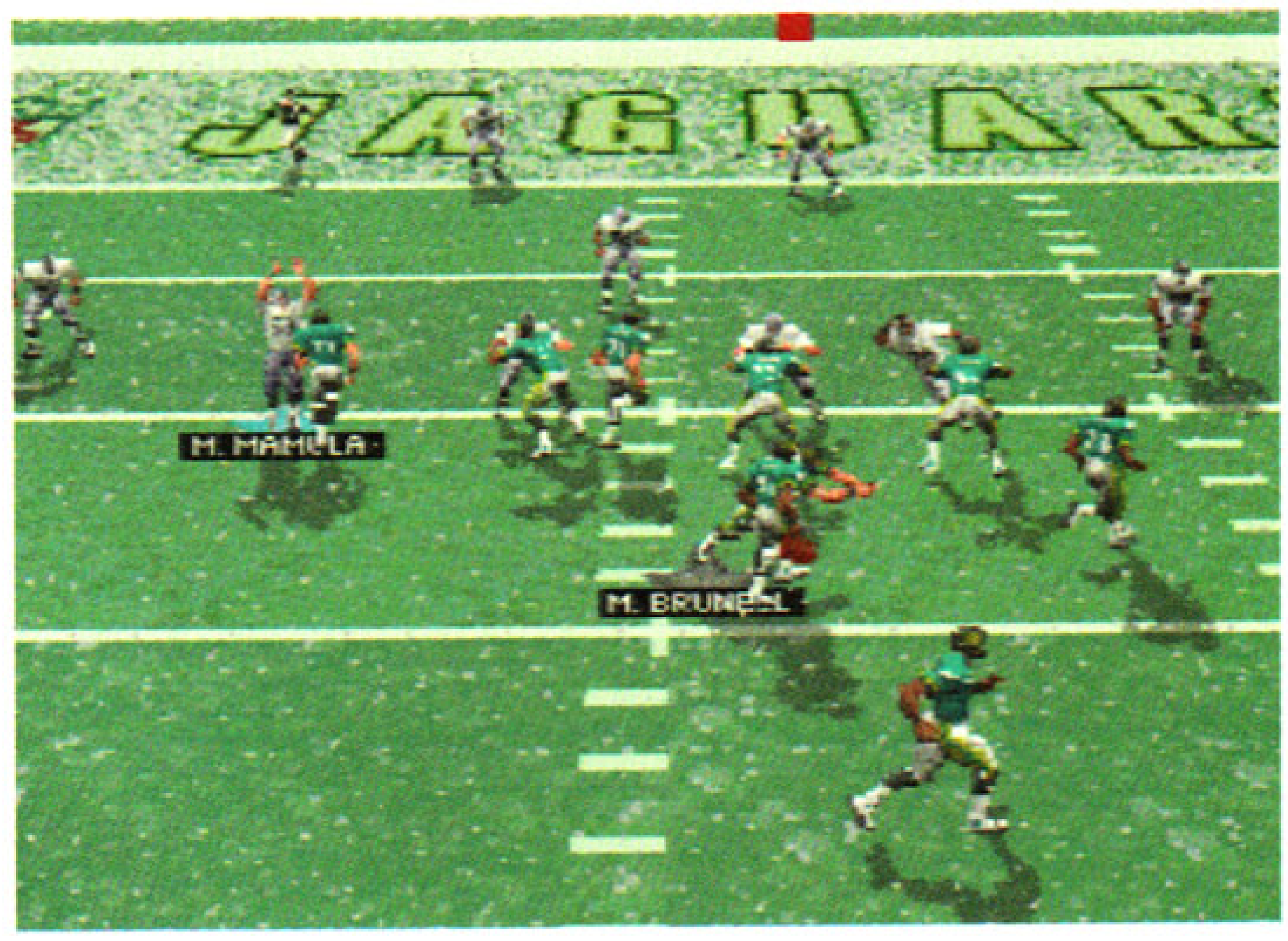
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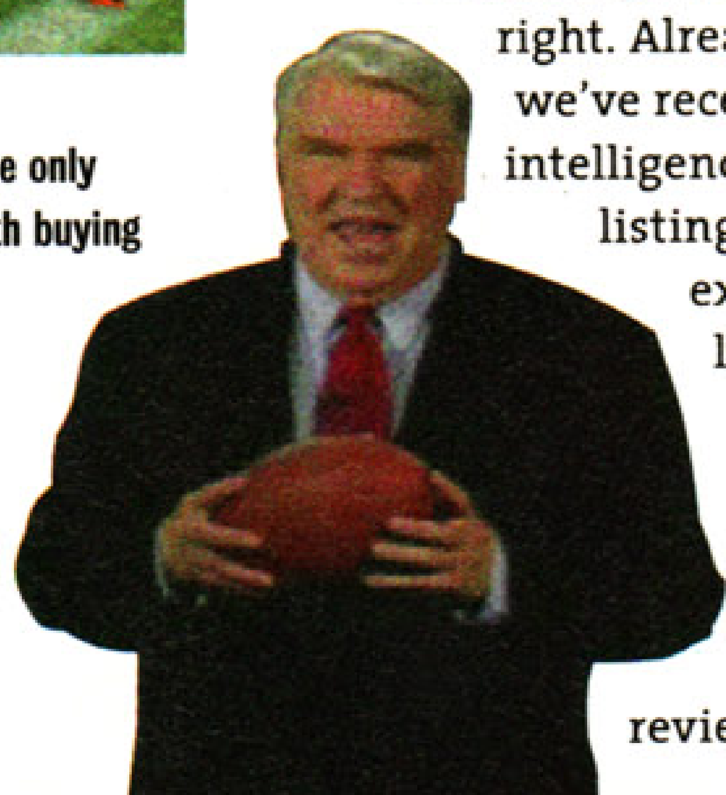


John Madden Football is just about the only remaining EA Sport that's really worth buying in its 32-bit incarnation. The 1998 updates of the series look most promising though, judging from the look of Madden 98. We'll keep you posted on the others.

Just as we were beginning to think these sports updates were a bad idea, given the quality of the recent FIFA and Actua Soccer updates, Madden NFL '98 arrives in the SSM office to prove us all wrong. Boasting all-new gameplay enhancements and the personal endorsement of living legend John Madden, it proves there's life in the long-running series yet.

For those unfamiliar with the barbaric American sport they call "football", it goes something like this. Two teams of steroid-quaffing "jocks" fight for possession of the ball in an attempt to place it in their opponent's end zone, located at the far side of the field. Players are afforded four attempts with which to perform this task, each known as downs, within which time players must move the ball ten yards closer to the opponents end by using running or passing plays. Failure to move the ball the required ten yards results in a turnover, whereby the opposition gain possession of the ball and attempt to reach your end zone. Get it?

Of course, these are the mere basics of the game which have been the staple of the series for years now. So what we all want to know is what's new for '98? Well, EA reckon they've packed a shed load of features into Madden '98 to make it a worthwhile purchase. And they could just be right. Already in evidence in the preview version of the game we've received is a smoother frame rate, improved artificial intelligence, more animation, new player moves, updated team listings, customisable teams, tighter controls and as you'd expect, old John Madden himself lending his unparalleled expertise to the proceedings.



Madden was a huge hit on the Megadrive and in the more recent Saturn version. This year's update looks set to continue this trend, with a wealth of extra options improving on an already winning formula. But hold onto those pennies until the exclusive review in the very next issue of SEGA SATURN MAGAZINE.

John Madden 98 uses a system of "virtual polygons". They look as cool as normal polys, but move much faster. This makes for a far smoother EA Sports experience. Cool eh?





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NEXT MONTH...

Sega Touring Car Championship is going to be one of the biggest Saturn games of the year... and all being well we should be looking at a final version next issue! Oh... and we'll also be reviewing Sega WorldWide Soccer '98! And Quake - if all goes to plan. Plus: more on Burning Ranger, the mega Sonic Team game! And a cover CD too? Well, we're working on it!

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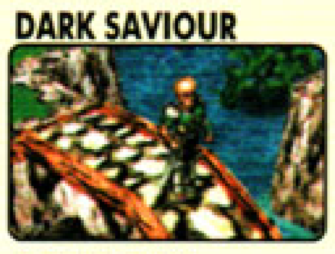

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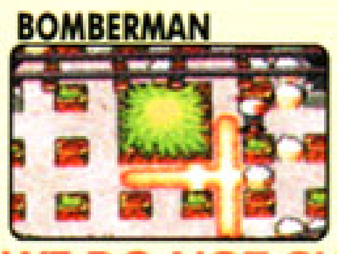
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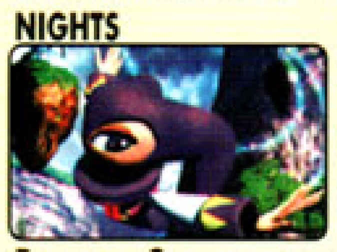
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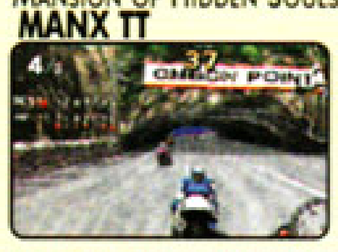

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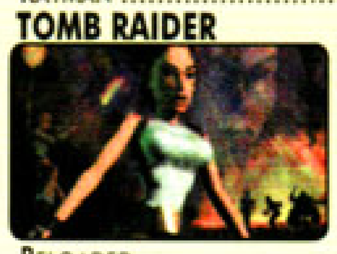

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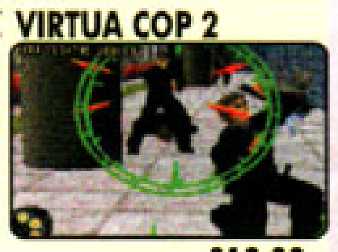

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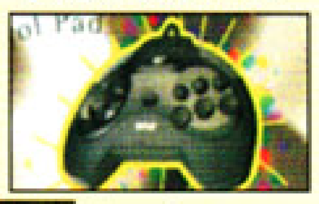
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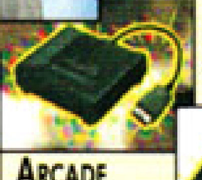
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